

PRIMA'S OFFICIAL STRATEGY GUIDE

Deadly move combos

Virtua Fighter 4™

**GIANT
POSTER**



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SEGA

primagames.com

Virtual Fighter 4

TM

Prima's Official Strategy Guide

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Contents

Introduction	2
How to Use this Book	4
Combat Basics	6
Game Modes	12
Akira Yuki	16
Aoi Umenokouji	22
Jacky Bryant	28
Jeffry McWild	34
Kage-Maru	40
Lau Chan	46
Lei Fei	52
Lion Rafale	58
Pai Chan	64
Sarah Bryant	70
Shun Di	76
Vanessa Lewis	82
Wolf Hawkfield	88

Introduction

Virtua Fighter has returned! The fourth installment of Sega's classic 3D fighter is back and better than ever. With enhanced rendering and lavish backdrops surrounding the battle arenas, *Virtua Fighter 4* is as stunning to look at as it is to play. Once again, all your favorite characters plan to take part in the tournament, and two new competitors, Vanessa Lewis and Lei Fei, have joined them. The only one not to return to the tournament is Taka Arashi, the sumo wrestler introduced in *Virtua Fighter 3*. With 13 playable characters, you are sure to find one that will take you to the winner's circle. And now that you have *Virtua Fighter 4: Prima's Official Strategy Guide*, you can learn to play all the characters to their full potential and gain an edge over your competition.

So what are you waiting for?

The Fourth World Fighting Tournament is about to begin. Grab your controller and pick the combatant who will take you to the top, crowning you the World Fighting Tournament champion!



*Virtua
Fighter 4*

Prima's Official Strategy Guide

THE COMPETITORS



AKIRA YUKI



AOI UMENOKOUJI



JACKY BRYANT



JEFFRY MCWILD



KAGE-MARU



LAU CHAN



LEI FEI



LION RAFALE



PAI CHAN



SARAH BRYANT



SHUN DI



VANESSA LEWIS



WOLF HAWKFIELD

How to Use This Book

The information in this guide will help to make you a *Virtua Fighter* champion. This section shows you how to find and use what you need to know.

HOME ARENA

Every event has to have a home court advantage. *Virtua Fighter 4* is no different. Here you will find the name and image of a fighter's home arena.

STRATEGY

This section describes specific strategies for each character. Here, you find how to use your character to match his or her intended fighting style. We also point out useful moves and tactics, and when to use them.

STRENGTHS & WEAKNESSES

Every character has his or her own strengths and weaknesses. By knowing them, you can fight accordingly to reign over the competition.

MOVES

This section shows off some of your character's more useful or flashy moves, including throws and combos. Remember, these are only *some* of the moves. Check the Complete Moves List section for full details.

COSTUMES

Each fighter has a Player 1 and a Player 2 costume shown here. Hold **D-PAD** when selecting your character to toggle between the two.



*Virtua
Fighter 4*

Moves List Legend

SYMBOL EXPLANATION

Press □
Press ▲ (all moves are shown using ▲ as punch)
Press ●
Tap forward (toward opponent)
Hold forward
Tap back (away from opponent)
Tap up
Hold up
Tap down
Hold down
Tap up and back
Hold up and back
Tap up and forward
Hold up and forward
Tap down and back
Hold down and back
Tap down and forward
Hold down and forward
Button press is linked with the main combo move above it
Base damage delivered by move. Depending on the move, it can vary.
Indicates by h (high), m (mid), or l (low) where the move will land.
Damage
Levels

NOTE

ALL SYMBOLS USED IN THIS GUIDE ASSUME THE CHARACTER IS FACING RIGHT.

NORMAL MOVES

These are the bulk of the moves. This section shows the move name, command, damage, hit level, and any notes regarding the specific moves. All the directional commands are assuming you are facing right. Reverse them if facing left. Check out the legend above to see what the symbols mean.

NOTES

Some moves have special properties you should be aware of. If there's something special about a move, this is where you'll learn about it.

FIGHTING AGAINST

Having trouble beating a certain character? Look no further. These are some handy tips to remember when fighting *against* that character.

THROWS

The throws section includes position and escape columns. The position column indicates where to execute the throw—from the front, from the left or right side, or from behind. The escape column lists the button command to break the throw.

COMBOS

These midair combos are basically juggle moves. They are listed as a juggle starter with a list of moves that can follow. This is not a complete list of custom combos. It is meant as a starting point for you. When you have your opponent in the air, explore on your own what to follow the juggle with. The possibilities are almost endless.

Throws

THROW NAME	COMMAND
Front Throw	→
Left Throw	←
Right Throw	→
Back Throw	←
Up Throw	↑
Down Throw	↓
Up-Forward Throw	↑+→
Up-Back Throw	↑+←
Down-Forward Throw	↓+→
Down-Back Throw	↓+←
Up-Left Throw	↑+←
Up-Right Throw	↑+→
Down-Left Throw	↓+←
Down-Right Throw	↓+→
Front Side Throw	→+↑
Front Side Throw	→+↓
Left Side Throw	←+↑
Left Side Throw	←+↓
Right Side Throw	→+↑
Right Side Throw	→+↓
Back Side Throw	←+↑
Back Side Throw	←+↓
Up-Side Throw	↑+←+↑
Up-Side Throw	↑+←+↓
Down-Side Throw	↓+→+↑
Down-Side Throw	↓+→+↓
Up-Down Throw	↑+↓
Up-Down Throw	↑+↑
Down-Up Throw	↓+↑
Down-Up Throw	↓+↓
Up-Left-Down Throw	↑+←+↓
Up-Left-Down Throw	↑+↑+↓
Up-Right-Down Throw	↑+→+↓
Up-Right-Down Throw	↑+↑+↓
Front Throw (Front)	→
Front Throw (Left)	←
Front Throw (Right)	→
Front Throw (Back)	←
Front Throw (Up)	↑
Front Throw (Down)	↓
Front Throw (Up-Forward)	↑+→
Front Throw (Up-Back)	↑+←
Front Throw (Down-Forward)	↓+→
Front Throw (Down-Back)	↓+←
Front Throw (Up-Left)	↑+←
Front Throw (Up-Right)	↑+→
Front Throw (Down-Left)	↓+←
Front Throw (Down-Right)	↓+→
Front Throw (Up-Side)	↑+←+↑
Front Throw (Up-Side)	↑+←+↓
Front Throw (Down-Side)	↓+→+↑
Front Throw (Down-Side)	↓+→+↓
Front Throw (Up-Down)	↑+↓
Front Throw (Up-Down)	↑+↑
Front Throw (Down-Up)	↓+↑
Front Throw (Down-Up)	↓+↓
Front Throw (Up-Left-Down)	↑+←+↓
Front Throw (Up-Left-Down)	↑+↑+↓
Front Throw (Up-Right-Down)	↑+→+↓
Front Throw (Up-Right-Down)	↑+↑+↓

Combos

COMBO NAME	COMB
Combo 1	1
Combo 2	2
Combo 3	3
Combo 4	4
Combo 5	5

Combat Basics

So you're new to the *Virtua Fighter* series and want to be a champion? You must master a few things first. The following pages give you a solid foundation from which to launch your butt-kicking career.

Even if you are familiar with the previous incarnations of *Virtua Fighter*, it won't hurt to look through this section. There have been a few changes since *Virtua Fighter 3TB*, like the removal of the evade button.

Understanding the essentials of *Virtua Fighter* separates you from the button-mashing fools, and gives you the advantage when you play against the average punk who just studies the moves list. When you do have a skilled opponent, you need every tool available. So what are you waiting for? Read on!

CONTROLS



Default Controls

BUTTON	COMMAND
■	guard
▲	punch
●	kick
×	punch
[L1]	punch + guard
[L2]	punch + kick + guard
[R1]	punch + kick
[R2]	kick + guard

NOTE

THROUGHOUT THIS GUIDE, PUNCH IS REPRESENTED BY \oplus , KICK BY \ominus , AND GUARD BY $\ominus\ominus$.

*Virtua
Fighter 4*

MOVEMENT

How your character moves around the arena means the difference between winning and losing.

Walking: Hold Any Direction but Down—◀, ▶, ↗, ↘, ↛, ↙

The walking command slowly walks your character around the arena. Walking is too slow to have any evasive benefits. Use it to bide your time while keeping a distance or to gauge your range with an opponent. To walk downward, tap then hold down.



Walking is the best way to navigate the arena.



Running is the fastest way to close a large gap.

Running: ↘→

If you're far from your opponent, your best bet is to run at him or her. This is the best way to close a gap in a hurry.

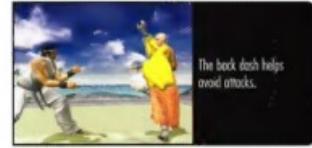


Dashing: ↗↖ or ↘↖

A little more useful than walking, dashing is the simplest way to avoid an attack. The distance you go isn't far, so dash only to avoid attacks that are barely in range. Dashing forward is a great way to close the distance for an attack. Dash toward an opponent, then dash away to lure your opponent into attacking. Take advantage of the vulnerable window after he or she misses.



Dash Forward to sneak a quick attack.



The back dash helps avoid attacks.

Evading: ↑ or ↗

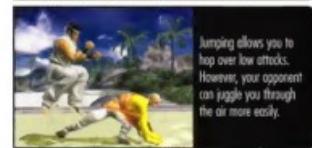
Evading is one of the most important moves in the game. Use evade to dart out of the way of an oncoming attack. Most characters have a move that can be done during an evasion, making this one of the best methods of counterattacking.



A well-timed evade quickly moves you out of harm's way.

Jumping: ↗↗ or ↗↗

To jump, hold ↗ or ↗ until the character touches ground again. Tapping the button at different times in the jump results in a jump attack. To execute a jump attack (while rising), quickly tap the desired attack as you lift off the ground. A regular jump attack (while jumping) requires you to tap the button at the apex of the jump. To execute a jump kick (before landing), hold the kick until the character starts to descend, then quickly tap the kick once more.



Jumping allows you to hop over low attacks. However, your opponent can juggle you through the air more easily.

Crouch Dash: ↙↖ or ↘↖

This move allows you to duck as you move toward or away from your opponent, which protects you from high attacks. Most characters follow the crouch dash with a quick punch or elbow that catches your enemy off guard, creating an opening for a combo.



The crouch dash quickly moves a character forward or backward while ducking under a high attack.

GUARDING

Guarding is second nature to any good *Virtua Fighter* player. Guarding keeps you alive. Except for throws, all moves can be guarded with the appropriate standing or crouching guard. Train hard to know the required reaction time to guard your opponents' attacks. Guard and live. It's that simple.



Standing guard



Crouching guard

GETTING UP

Even the most skilled players get knocked down. The difference is, they know when and how to get up.



This is not the best place to be. Carefully choose a method of rising to get up without lending yourself back into the hands of your opponent.



Press \diamond as you hit the ground to quickly pop back to your feet.

Methods of Getting Off Your Back

There are a few ways to get up from this vulnerable position. If you do nothing, your character simply stands up after it lies lifeless for a few moments. You can get up a little faster by pressing \diamond . To get up with authority, tap \diamond or \diamond to pop up fighting. But be careful; this is an easy way to catch yourself in a counterattack or reversal, and end up on your back again.

Tech Get Ups: \diamond

A tech get up or tech roll is performed by pressing \diamond just as your character is about to hit the ground. If this is done correctly, your character instantly springs back to his or her feet, avoiding the dreaded down opponent attack. The direction you are pressing as you press \diamond determines how you get up. Press up or down to roll to safety or press back to flip back onto your feet.



Pressing \diamond or \diamond , rolls you to your feet, avoiding any down opponent attack.

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REVERSALS AND PARRIES

Only some of the characters in *Virtua Fighter 4* have attack reversals and parries. A reversal is exactly what the name implies. During your opponent's attack, you grab an arm or leg and turn it around—dealing damage to your opponent. A parry is the nonviolent form of a reversal. In a parry, you knock away an attacking arm or leg, leaving your foe vulnerable for a split second.

Reversals: High Attack ↗, Mid Attack ↘, Low Attack ↙

Reversals turn the tables on an attacking opponent. Perform the corresponding reversal as you're about to be hit by a high, mid, or low attack. Though not all characters have reversals, they are very helpful for the ones who do. Being able to turn an attack against your opponent can make the difference in a close match. Check your character's moves list for reversals and their commands.



This high attack reversal may have just saved this character's life.

Parries

Some characters have a parry in addition to, or instead of, a reversal. A parry simply pushes a character's attack out of the way before it connects. For Jacky and Vanessa, a high punch parry is automatic from a standstill. Often, a move can follow a parry to connect when an opponent is vulnerable.



A parry deflects an attack, saving your face and allowing you to return the threat.

THROWS

Throwing is one of the most dangerous moves in close combat. This is where some characters deal the most damage. While unblockable, most throws are escapable. Crouching is one way to avoid a throw, except against characters who can throw a crouched opponent. Escaping a throw takes some guesswork, and knowledge of your opponent's button presses. To escape a basic throw and begin one of your own, press ↗ at the moment you are grabbed. For other throws where a directional input is used, enter the last direction of your opponent's throw and ↗. Sound difficult? Here are some examples:

THROW COMMAND	ESCAPE
↗	↗
↖ ↗ ↘ ↙	↖ ↗ ↘ ↙



Throws are great close combat moves that deal out a lot of damage even to a blocking enemy.



Throw reversals take good guesswork, but they can save you from a nasty rip on your opponent's wild side of pain.

JUGGLES

Juggling isn't just for circus clowns—it has always been an important aspect of the *Virtua Fighter* series, and that hasn't changed with *VF4*. A juggle hits your opponent in the moments after an attack, when they are helpless to defend or retaliate. Usually this means your opponent is in the air, but it can also mean after any attack that leaves your opponent at your mercy for a short time. Consider a juggle as free hits on your opponent. At higher skill levels, juggles are the number one source of damage. Link combos together to keep your enemy gliding through the air on your punches and kicks. We've provided examples of juggles in the form of combos in each character's moves list. Experiment to see which moves work best for you and your character.



Juggles are a good way to rack up damage on your opponent. Use moves that prop an opponent into the air to start a juggle.

STAGGER



A stagger can be a blessing or a royal pain depending on who is on the receiving end. If you've been hit with a stagger, hold \triangle while mashing random buttons to shorten your period of vulnerability.

Stagger moves cause a character to stumble back, completely vulnerable to an attack. These moves are extremely useful when attacking guarding opponents. Even though they are blocking and you can't get a hit in, you can stagger them with an elbow or side kick and break their guard, causing

them to stumble back. You're then free to engage in an attack or to crouch dash into a throw.

If you are struck with a stagger move, there is a way to decrease the effects. An arcade stick appears on the screen, indicating that you should rotate your control stick. This, in addition to holding \triangle , helps shorten the time you are stunned. Of course, the same technique works for your opponents.



By charging Akira's Cleaver House ($\square \rightarrow \triangle$), the hit scores an additional 20 damage.

CHARGE

In *Virtua Fighter*, certain moves for each character charge to dish out extra damage. To charge a move, hold the last button press until the move executes on its own. Beware: this means it takes longer to perform the move, leaving you open for an attack while you stand engaged in a move.

*Virtua
Fighter 4*

ARENAS

All the action takes place in arenas. Each character has a home turf. It is up to you to defend that turf. There are 15 arenas, including Dural's end stage, and 3 bonus arenas to unlock. All arenas have a different scene in the background. For example, screaming spectators provide distraction in Wolf's arena, and helicopters patrol the night sky above Jacky's arena.

Unlike *Virtua Fighter 3TB*, all the arenas have a flat, square fighting surface. Some have walls, breakable or not, while others have no walls at all. Juggle your opponent off of walls for extra damage. Walls also allow you to execute otherwise unavailable moves. Arenas with

ARENA NAME	CHARACTER	WALL TYPE
Aquarium	Pai Chen	Unbreakable
Arena	Wolf Hawkfield	Unbreakable
Castle	Lion Refole	Unbreakable
Cave	Shue Di	Unbreakable
City	Jacky Bryant	Unbreakable
Colosseum	Sarah Bryant	Breakable
Garden	Kage-Maru	Open
Great Wall	Lau Chan	Open
Gymnasium	Akira Yuki	Breakable
Harbor	Vanessa Lewis	Unbreakable
Island	Jeffry McWild	Open
J6 Hangar	Dural	Open
Police	—	Unbreakable
Shrine	Aoi Umenokouji	Open
Temple	Lai Fai	Breakable

breakable walls have the same conditions as an arena with walls until a high power move sends a character crashing into one. At that point, the wall gives away piece by piece, making a ring out possible. Open arenas have no walls. In these arenas, take caution when fighting near the edge. You don't want to fall out of the arena, causing a ring out and ending the match. Conversely, you can push an opponent out of the ring to end the match early, or as an easy comeback victory if you are down in the match.



Ring Out

In the open arenas and those where the walls are breakable, a ring out is possible. If you fall out of the arena, you are disqualified and lose the match. A ring out on your opponent works to your advantage if you need a win or have fallen behind in a match. In fact, some characters have tossing moves that, if done in the correct place on the

floor, throw your opponent out of the ring. However, this can also work against you. If your half-beaten opponent hits you for the first time and knocks you out of the ring, the win goes to him or her, despite your lead. Keep an eye out for your positioning in the ring to avoid this.



A ring out can be a costly mistake. It can also be all you need to turn the tide of a losing match. Know your surroundings.

Game Modes

The following section describes the game modes available to you in *Virtua Fighter 4*.

ARCADE

You fight against CPU-controlled opponents in this mode. You must advance through 13 preset stages and defeat all other opponents before you fight Dural in the final boss stage. You have unlimited continues as you make your way through the ranks of fighters, but you have only one chance to defeat the boss. Lose one match to Dural and it's game over.

VERSUS

Versus mode pits you against another human player. This is where scores are settled and dreams are shattered as you defeat your friends in the ring. Once you select this mode, you and your opponent must each choose a character. After both selections are made, the match begins. Settings for Versus mode are explained later under Options mode.

If you created a character in Data Files (see "Data Files" on page 14) you can use it here. When the Character Select screen appears press **SELECT** to access characters from the memory card. Now you can fight your friends with your specially-made fighter. Don't worry about losing anything you might have won in Kumite mode; this is just for fun—although it does keep track of your wins and losses, so you might want to win.

KUMITE

In Kumite mode, you fight your way through a continuous series of opponents. Competitors continue to appear until you are knocked out. As you defeat CPU players, you raise your ranking and get items. Some players own items that you can obtain by defeating them or completing various conditions.

Create a Player's File to begin gameplay with the ranking of 10th kyu. Win matches to make your way up the ranking system. After 1st kyu comes 1st dan level. To raise your level farther, defeat opponents at the same level in Versus mode or Kumite. If you do poorly, your ranking will slip, so be sure to win!



TRAINING

Training mode allows you to gain experience with a fighter. You can improve your fighting skills and hone your strategies in three different sub-modes: Command, Free, and Trial.

Command Training

Command Training lets you practice the moves in your character's repertoire without the restrictions of a time limit or health bar. Select a character and you'll start the training exercise facing another fighter in the ring. The move name and command you need to perform appear in the top left corner of the screen. Once you perform the move correctly, another move appears. A damage gauge, a max damage gauge, and a damage meter are all in the screen's bottom right corner, displaying the amount of damage your opponent has received. Underneath the damage display, an elapsed time meter monitors the amount of time that has passed since the training began.

While in Command Training, press **MAP** or **SELECT** to access a list of options. Here you can select Command List to verify the commands and get a short demo for each of them. Command Information displays special movement and hit information onscreen. Advice Display can also be turned on to give onscreen tips about entering commands. Lock Practice Move lets you practice the same move repeatedly; when it's activated, a yellow key is displayed in the top left corner. If you get tired of a character and want to try a new one, go to Character Select. Select Return to Main Menu if you wish to end Command Training.

Free Training

Free Training is a great way to practice the different moves you've learned. Here you may try whatever kinds of attacks you want, setting up various situations in which to perform them. Select a character to use and then a character to fight against. This training exercise starts with the fighters facing each other in the ring. In the screen's top left corner is a damage gauge, a max damage gauge, and a damage meter to display the amount of damage your opponent has received. In the screen's top right corner, a combo gauge and a max combo gauge track how many hits you've thrown. Directly below this is an action display that shows what kind of action is being performed.

While in Free Training, press **MAP** or **SELECT** to access a list of options. Select CPU Settings to modify the CPU through status, reaction, action, and detailed options. Below that is Command List, used to verify the commands and get a short demo for each of them. Speed Settings allows you to modify the speed of attacks and throws in the game. Use Display Settings to modify information that appears on the screen. Next, Position Settings allows you to place yourself and the other fighter in different areas of the ring. Ring Settings allows for walls, no walls, or walls that break around the arena. The Record option enables you to operate the CPU character and record its motions. Once they're recorded you can go to Play to fight against the CPU and the movements that you previously entered. If you get tired of a character and want to try a new one, go to Character Select. And finally, select Return to Main Menu if you wish to end Free Training.

Trial Training

Use Trial Training to work your way through various exercises that help improve your skills. Select the session teaching what you most want to work on and you'll receive a tutorial. Once you've successfully completed the training you can repeat the same session, go to the next session, return to the previous session, return to the session menu, or just return to the main menu.

A.I. SYSTEM

In this mode, you train and develop the A.I. character you created in Data Files mode. You can train by sparring against each other. If you didn't create a character in Data Files you can still spar against an A.I. opponent.

Sparring

In sparring, you can train against a character from your memory card or choose a new character from the Game Disc option. This new character learns from your moves and mimics your attacks. It is a good way to practice your fighting techniques.

Replay

With this option you can view the replays and give advice to the A.I. fighter you created in Data Files.

DATA FILES

In this mode, you can create and edit your player file as well as create a new A.I. file.

New Player

Create a new player file and save it to a memory card with this menu. After you select this option you enter a ring name of up to 10 characters. Then select the character you want, and save the information to a memory card.

New A.I.

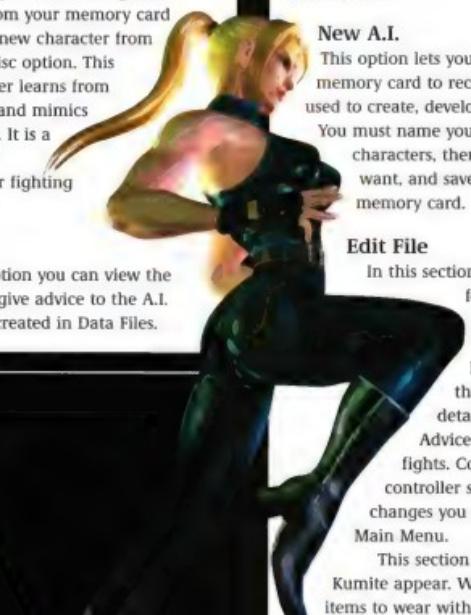
This option lets you create an A.I. file on a memory card to record new data. This file can be used to create, develop, and train an A.I. character.

You must name your character, using up to 10 characters, then select the character you want, and save the information to a memory card.

Edit File

In this section you can edit and view data for the player/A.I. file saved on your memory card. You have five choices. First there's Edit Item & Color, which does just that. Next is Status, which gives details about your character.

Advice analyzes how your character fights. Controller lets you modify your controller settings. Exit lets you save any changes you made and returns you to the Main Menu.



This section is where items won from Kumite appear. While in Edit File you can select items to wear with your costume, as well as select any costumes won as you move higher in rank. When working with your costumes, be creative and have fun.

*Virtua
Fighter 4*

REPLAY

Replay mode allows you to load and play any Replay Files saved to your memory card, or view the Replay Files stored on the Game Disc.

OPTIONS

Options mode lets you adjust various settings in the game, save your System File, or check the Results screen.

Settings

Game settings affect different modes of the game. You can change the difficulty level of the CPU for Arcade mode by adjusting Difficulty. Match Count adjusts the number of rounds necessary to win in Arcade and Versus modes. Round Time affects the time limit for a round in Arcade and Versus modes. VS Stage gives you the option of selecting a stage to fight in or just having the game randomly pick a stage when fighting in Versus mode. Energy Max -1P- and -2P- increase or decrease the two characters' health bars in both Arcade and Versus. Hit Effect turns on or off the flash effect that appears when attacks hit.

Controller allows you to change the button settings and customize the controller. Choose the type of controller setting you want with A, B, or C, and then turn the vibration on or off. Adjust Screen lets you manipulate the vertical and horizontal picture onscreen. And finally, Exit returns you to the main menu.

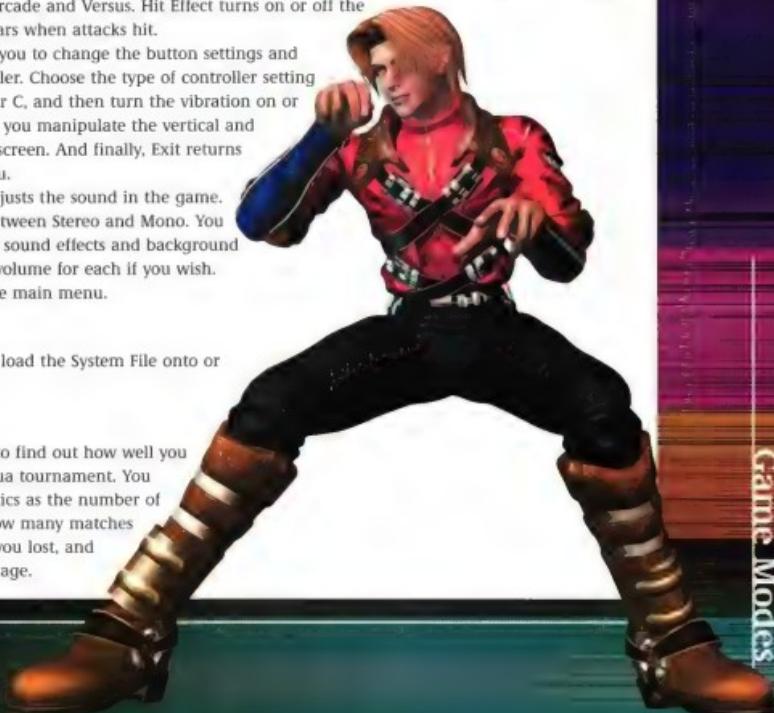
Sound Settings adjusts the sound in the game. Your first option is between Stereo and Mono. You can listen to different sound effects and background music, adjusting the volume for each if you wish. Exit returns you to the main menu.

System File

Allows you to save or load the System File onto or from a memory card.

Results

Check under Results to find out how well you competed in the Virtua tournament. You can check such statistics as the number of fights you were in, how many matches you won, how many you lost, and your winning percentage.



Akira Yuki

After Akira lost the Third World Fighting Tournament, he returned home to Japan and isolated himself in a mountainside retreat to train rigorously. While asking himself "What is true strength?" Akira was surprised to discover a number of devastating new moves. As he continued to improve his style, Hakkyoku-Ken, Akira felt his soul strengthening and resolved to fight in the tournament once more, demonstrating his improved skill.

STRATEGY

As a former champion of the World Fighting Championship, Akira knows what it takes to win. With powerful, jolting hits, Akira can break down his opponents' guards and overwhelm them with sheer power, throws, and quick movements. No other player in *Virtua Fighter* has the ability to quickly assault an opponent to the point where he or she never has a chance to move. For this reason, Akira is one of the most sought-after characters.

However, this style of fighting took Akira many years of concentration and training to master. A player who chooses to play Akira must go through similar rigorous training to fully realize Akira's potential. Though his strengths are many, Akira has a steep learning curve due to the necessity for quick button inputs and precise timing. Don't let this deter you. If you are looking to put your skills to the test, Akira will showcase your abilities and make you unstoppable.

Akira's main offensive strength comes in his ability to stagger his opponents with jolting body blows. Mouko Kouhazan (↓←↑→), Byakko Shoushouda (↓←↑↑), and Sokutai (→↑) are quick moves that will stagger an opponent, allowing you to move in for one of Akira's mighty throws or combos. These moves also act as pokes to take the steam out of a charging opponent's attack. Once an enemy is knocked back by one of these moves, crouch dash and start the guessing game. "Throw or mid attack?" is the question running through your opponent's head. Mix up your moves to fluster your opponent into making mistakes, then capitalize.



Home Arena: Gymnasium



White Gi with black belt



Black Gi with black belt



Want to get your opponent's attention? Set up a quick Mouko Kouhazan (↓←↑→) and watch him or her stagger back. This is also good for unweaving a blocking opponent.



COUNTRY: JAPAN

JOB: KUNG-FU TEACHER

HEIGHT: 5 FT. 11 IN.

B/I/H: 45/35/37

SEX: MALE

Hobby: KUNG-FU

WEIGHT: 174 LBS.

FIGHTING STYLE: HAKKYOKU-KEN

From a defensive standpoint, Akira is a shining star with a reversal for every attack level. This makes hitting him very difficult, so take the time to learn all the reversals and how to recognize each attack. A good defense mixed with Akira's speedy attacks is sure to win you matches. If you find yourself on the defensive, remember to use Akira's staggers and quick moves like Hachimon Kaida (↑↓) and Rimon Chouchu (→←↑) to disrupt an assault. To really get under your opponent's skin, throw a quick Youhou (↑↑↑), popping him or her into the air. You are now free to bounce your adversary around on a wild ride of bumps and bruises with the Fujin Shoushitsu Fukkogeki (←→↑↓↑↓), racking up the combined damage.

Hougeki Unshin Soukoshou (←→↑↓↑↓ or ↑↓) and Shura Ha'On Koukazan (↑↓→←↑↓↑↓) are required moves for an Akira master. These two moves and their various forms are some of the most challenging in all of *Virtua Fighter 4*. However, the payoff is big. The Hougeki Unshin Soukoshou (soushou) quickly places you behind your opponent, pushing him or her to the ground. This move is hard to defend against and is very damaging. As if this isn't enough, Akira has the Shura Ha'On Koukazan (Tetsuzankou), which is just as last and dangerous. Both moves send Akira into a lightning quick attack that leaves your opponent motionless on the ground. If you can master these multipart moves, you can control the fight and the positioning of Akira around the arena.

A well-played Akira usually leaves opponents too scared to attack. The repercussions of his actions have them quickly pressing Start to continue. Mixing your attacks and fully utilizing Akira's staggers and reversals will win you matches. Practice makes perfect, and perfection makes champions.



It will take a while to get the timing right for Chousen Hougeki (←→↑↓↑↓), but once you learn it, you'll dominate matches with ease.

STRENGTHS

Akira has powerful elbow and back thrusts that disrupt blocks, creating an opening for a devastating combo.

Akira's ability to reverse oncoming attacks makes him a hard target to hit. Akira has reversals for every hit level.

Akira is fast and powerful, a deadly combination by anyone's standards. Use his multipart moves to make your opponent's head spin.

WEAKNESSES

Akira's moves are difficult to perform, making him a tough character to master.

He has few low attacks. To counter, use staggers to break guards and create an opening for a combo.

Akira doesn't have a lot of long punch and kick combos. Wait to use his more powerful moves and link them together to whittle away an opponent's health.

MOVES

RENKANTAI



MM

DAMAGE: 20, 24

BYAKKO SOUSHOU DA



M



DAMAGE: 30

TETSUZANKOU**GAIMON CHOUCHU**

M

DAMAGE: 20-35

DAMAGE VARIES WITH DISTANCE



MM

DAMAGE: 15, 20

FUJIN SHOUSHITSU FUKKOGEKI

LMM

DAMAGE: 10, 10, 15

SHIN'IHA

FRONT

ESCAPE: ⇠

DAMAGE: 60

YOUHOU COMBO 2

MHH

DAMAGE: 35, 9, 16

MAHO SHOUKOU COMBO 1

MM

DAMAGE: 30, 20

MAHO SHOUKOU COMBO 2

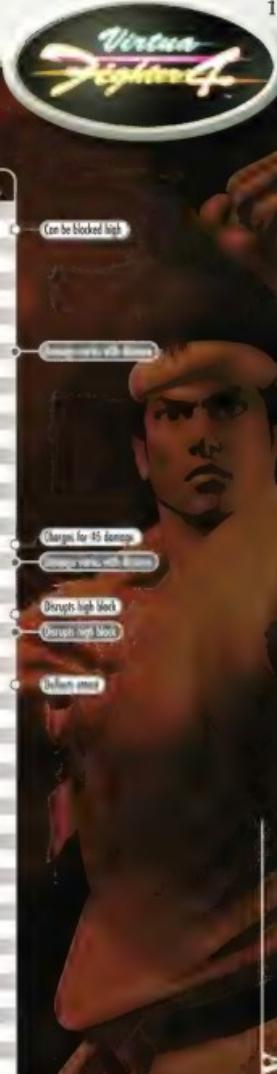
MMM

DAMAGE: 30, 16, 24

COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Chusui	↓	12	h
Housui	↓↓	9	l
Koboku	↓↓↓↓	23	m
Hachimon Kaida	↑↓↑↓	12, 12	hm
Kansuitai	↑↓↑↓	12, 20	hh
Jouho Chouchu	↓↓↑↓	19	m
Rimou Chouchu	↓↓↓↑↓	20	m
Yakubo Chouchu	↓↓↓↓↑↓	20	m
Mouko Kouhazan	↓↓↓↓	25-35	m
Jouho Shoushou	↓↓↓↓	25	h
Byakkou Sosshouda	↓↓↓↓↓	30	m
Fukko	↓↓↓↓	25	m
Toubou	↓↓↓↓	35	m
Shoutai	↓	25	h
Youzentai	↓↓	10	j
Utenkyaku	↓↓↓↓	20	m
Renkoutai	↓↓↓↓↓	20, 24	mm
Sokutai	↓↓↓↓	24	m
Moho Shoukou	↓↓↓↓	30	m
Chouzon Housui	↓↓↓↓	45	m
Tetsurankou	↓↓↓↓↓	20-35	m
Souke Housui	↓↓	22	l
Doppo Choushitsu	↓ (while ↓ after 1 frame)	30	m
Gekiko Honko	↓↓	5	m
Koika	↓↓	5	h
Tenzankou	↓ (during evade)	20	m
Soutoushou	↓↓↓↓	28	m
Hougekihou	↓↓↓	15	m
Gaimon Chouchu	↓↓↓↓	15, 20	mm
Hougeki Unshin Soukeshou (Benken)	↓	18	m
Hougeki Unshin Soukeshou (Yoshi Sentai)	↓↓↓↓↓	18, 22	mm
Hougeki Unshin Soukeshou (Soushou)	↓↓↓↓↓ or ↓↓↓	18, 22, 30	mmm
Shura Ho'ou Koukazan (Ryushoushikū)	↓↓↓	19	m
Shura Ho'ou Koukazan (Maho Chouchu)	↓↓↓↓↓	19, 20	mm
Shura Ho'ou Koukazan (Totsuzankou)	↓↓↓↓↓↓↓↓	19, 20, 30	mmm
Fujin Shoushitsu Fukugeki (Fujin Choushitsu)	↓↓↓↓	10	j
Fujin Shoushitsu Fukugeki (Jouho Choushitsu)	↓↓↓↓↓	10, 10	hm
Fujin Shoushitsu Fukugeki (Fukko)	↓↓↓↓↓↓↓↓	10, 10, 15	mm
Rakuko Shesui	↓↓ (while rising)	25	m
Rakukousui	↓↓ (while jumping)	25	m
Choushitai	↓↓ (while rising)	25	m
Choushitei	↓↓ (before landing)	26	m
Soukashou	↓↓ (opponent down)	12	—
Gekihousui	↓↓ (opponent down)	25	—
Kenhousui	↓↓ (back to opponent)	12	h
Hairekukeki	↓↓ (back to opponent)	14	m
Haiti	↓↓ (back to opponent)	12	h
Hushitsutai	↓↓ (back to opponent)	10	l
Chisentai	↓↓ (back to opponent)	30	j
Hekikukoto	↓↓ (back wall, back to opponent)	20	m



Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Toushin Soutai	↓↓↓↓	front	40	↓↓
Shishi Hoogetsu	↓↓↓↓	front	50	↓↓
Shinporiko	←	front	—	×↑
Junshin Honko	↓↓↓↓ or ←→	front	—	—
Chinbo	↓↓↓↓ or ←→	front	—	—
Shin'ru	↓↓↓↓	front	20	—
Kouzanheki	↓↓↓↓ or ←→	front	25	—
Daiden Housui	↓↓↓↓	front	50	↓↓
Youshi Senrin	↓↓↓↓	front	25	↓↓
Shin'ru	↓↓↓↓	front	60	↓↓
Junho Honko	↓↓↓↓	front	10	↓↓
Kyoho Chouchu	↓↓	side	40	↓↓
Daissekou	↓↓	back	55	↓↓

Can be done quickly well for 55 total damage.

Not hard to
Not hard to



Reversals

REVERSAL	COMMAND	DAMAGE	REVERSES
Gaimon Chocho/Youhou	↓↓	35	high punch
Gaimon Chocho/Youhou	↓↓	40	mid punch
Tan'yokuchou	↓↓↓↓	42	high kick
Tan'yokuchou	↓↓	42	mid kick
Gaimon Chocho	↓↓	39	elbow
Haiho Risu/Jouho Sheukou	↓↓	40	mid kick
Seputu Sosshou	↓↓	45	knee
Shoutenkou	←↓	49	somersault
Shouhakushu	↓↓	36	low kick
Honshin Tonde	→↓	34	low punch
Tsutenkou	↓↓	—	—
Mouko Koutazan	=↓=↓	30	—

Follows Tsuriken with mid attack

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Yauhou	↓↓↓↓	35	m
Combo 1	=↓=↓→↓	9, 9, 4	hh
Combo 2	=↓↓↓	9, 16	hh
Combo 3	→↓↓↓	20	m
Mabu Shoukou	↓↓↓↓	30	m
Combo 1	→↓↓↓	20	m
Combo 2	=↓↓↓↓↓	16, 24	mm
Combo 3	=↓↓↓↓↓	8, 8	lm



FIGHTING AGAINST AKIRA YUKI



- Akira can reverse any punch or kick thrown at him. Frequently mix up your attack levels to make this harder for him.
- Always keep your finger on the guard button when fighting Akira. His quick staggers can set you up for combos if you are not careful. Throw him after he fails to knock you down.
- Watch for Akira to come at you with quick elbows. As he comes in, counterattack with a low punch or kick.



Akira Yuki

Aoi Umenokouji

After losing the previous tournament and returning home, Aoi learned Aikido and Kobujutsu, and improved her knowledge of other martial arts. She is anxious to enter the Fourth World Fighting Tournament to demonstrate her enhanced repertoire of moves.

STRATEGY

Aoi Umenokouji is a highly skilled defensive combatant. Her move list contains numerous reversals designed to defend against almost any attack. With these special moves, Aoi can turn the tables on an attacking foe and do some damage of her own in the process. Aoi's other stance, Tenchi In'you (↑♦), complements her reversals by automatically parrying almost every mid and high move. Aoi needs these defensive maneuvers since she is weak in power and combo abilities. Learn to use your opponents' strengths against them to demoralize and defeat them in the ring.

One of Aoi's strongest points is her ability to reverse. A correct reversal move will turn an attack back on your enemy. Try a mid kick reversal such as Tsutakazura (↓♦) or a low kick reversal like Kaede Otoshi (←♦). You must match the reversal to the corresponding attack for it to work. Aoi has many reversals, but there are only four button configurations: ←♦, ↑♦, ↓♦, and →♦. Learn which reversal works with

which incoming move to win with Aoi.

Aoi can also parry incoming attacks. Brushing aside a punch or kick can be demoralizing to your opponent, putting them into a defenseless position. Aoi's best parry moves come from her Tenchi In'you (↑♦) stance. From this stance she automatically parries almost any mid- or high-level attack. Parrying from Tenchi In'you throws your opponent off balance. This is the perfect time for an attack of your own.



Kaede Otoshi (←♦) is a great reversal. It protects against the low kick and returns damage to the attacker.



Home Arena: Shrine



Pink top with blue pants



White top with red pants



COUNTRY: JAPAN

SEX: FEMALE

BLOOD TYPE: A

JOB: COLLEGE STUDENT

HOBBY: IKEBANA

HEIGHT: 5 FT. 4 IN.

WEIGHT: 104 LBS.

B/I/H: 33/21/34

FIGHTING STYLE: AIKI JU-JUTSU

Go on the offensive with attacks like Rentotsu Kicks (↓←→↓ or Hissogiri ↑↓→↓) to do some decent damage with your fists and kicks. These are just like Gedan Kerite (↓↑) but uses punches instead of an opponent's low.

Aoi does have decent speed, and while not an offensive fighter, she can deal out damage. Throw out quick punches, such as Kusarigama (↓←→), and kicks, such as Gedan Kerite (↓↑), then prepare to reverse incoming attacks. The key is to do quick damage and then defend yourself. Try moves like Kusanagi Tenchi In'you (↓→↓) or Rajinsha Tenchi In'you (↓→↓) to attack before automatically entering into a protective stance.

A nice throw list allows Aoi to take away a lot of health. Use Ebi'ori (↓→↓→↓) to ↓↓ or ↓↓↓ to ↓↓↓↓)

to do some major damage. Or try to connect with Kusarigama (↓←→), which forces an opponent close to the ground, giving you the perfect time for Tekkou Tsuchin (↓→↓). Don't try to force a throw on an opponent; wait until the opportunity arises. If the time isn't right, stick to your normal fight plan.

Aoi is best at defense. With great reversals and parries, she doesn't need to force the battle. Wait for an attack and turn it against your opponents. Whether there's a fist in her face or an opponent lying on the ground, Aoi can do enough damage to win.



Tenchi In'you (↓→↓) provides a protective shield against all of your opponent's high and mid attacks.



Aoi should capitalize on moves like Kusanagi Tenchi In'you (↓→↓) that allow her to attack and then enter into a defensive position.

STRENGTHS

Aoi can perform a lot of reversals. Turning opponents' attacks against them is one of her strongest features. Learning which reversal works against which attack is crucial.

Aoi has a good selection of throws. These are very important because her normal moves aren't very powerful. Use a throw to do a large amount of damage.

Aoi has decent speed; enough for her to get in good punches and kicks before getting back into a defensive position. Use these quick attacks to keep opponents on their toes.

WEAKNESSES

Lack of power is one of Aoi's biggest downfalls. Her attacks don't do very much damage, and she doesn't have effective combos. This is why her reversals and throws are extremely important.

Aoi doesn't have many easy combinations in her repertoire. Since combos are a great way to deal damage quickly, Aoi must use other means of inflicting pain.

Aoi depends on defense and her reversals. Having reversals is helpful, but learning them can be a challenge. Master the reversals to defeat your opponents.

MOVES

KUSARIGAMA



HM



DAMAGE: 20, 15

OGAMIGERI



M



DAMAGE: 25

KUSEI GATOTSUGERI



M

DAMAGE: 25 ●

KUSANAGI



L

CAN BE STOPPED

DAMAGE: 20 ●

TENSHIN NYUSHIN/UZUNERI



DAMAGE: 35 ●

REVERSES MID PUNCH

HANGETSUHA



FRONT

ESCAPE: ⚡

DAMAGE: 45 ●



SOUISHODA COMBO 1



MMLL

DAMAGE: 20, 24, 6, 4 ●

FUZAKURA COMBO 2



MM

DAMAGE: 20, 12 ●

TSUMUJISAKURA



MM

CAN BE STOPPED

DAMAGE: 15, 15 ●



COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Dotosu	⊕	10	h
Nirentotsu	⊕⊕	10, 10	hh
Nirentotsu Oudo	⊕⊕⊕	10, 10, 12	hh
Rentotsu Kadachi	⊕⊕⊕⊕	10, 10, 12, 25	hhhh
Rentotsu Kodouchi Tenchi In'you	⊕⊕⊕⊕⊕	10, 10, 12, 25	hhhh
Rentotsu Kusamogi	⊕⊕⊕⊕⊕	10, 10, 12, 20	hhhh
Rentotsu Kusamogi Tenchi In'you	⊕⊕⊕⊕⊕⊕	10, 10, 12, 20	hhhh
Nirentotsu Oudo	⊕⊕⊕⊕⊕	10, 10, 20	hhhh
Rentotsu Kingureno	⊕⊕⊕⊕⊕⊕	10, 10, 20, 20	hhhhh
Nirentotsu Kugikyoku	⊕⊕⊕⊕	10, 10, 20	hhhh
Shougerigassan	⊕⊕	10, 20	hh
Gedan Shouda	⊖	9	l
Chudan Hijite	⊖⊕	15	m
Tsumijisakura	⊖⊕⊕	15, 15	mm
Koremoguruma	⊖⊕⊕⊕	25	m
Jyoudan no Ate	⊖⊕⊕⊕⊕	10	h
Ougibarai	⊖⊕⊕⊕	10	h
Kosaneete	⊖⊕⊕⊕⊕	10, 20	mm
Tenkai	⊖⊕⊕⊕ ⊕ (during ⊕ hit)	10, 20, 25	mm
Ryoushi	⊖⊕⊕⊕	20	m
Sodeshinken	⊖⊕⊕⊕⊕	24	m
Sodeshinken Tenchi In'you	⊖⊕⊕⊕⊕⊕	24	m
Musouha	⊖⊕⊕⊕⊕⊕⊕	27	m
Segeguruma	↑↓←→⊕⊕⊕	52	m
Sweekudaki	⊖⊖	20	l
Uegari	⊖	20	h
Kusorigame	⊕⊕	20, 15	hm
Rajinsha	⊕⊕⊕	20	m
Rajinsha Tenchi In'you	⊕⊕⊕⊕	20	m
Kumogeri	⊕⊕⊕⊕⊕	20, 20	mh
Gedan Keri'ote	⊖⊕	12	l
Noku Kokatageri	⊖⊖⊕	21	m
Kakatageri	⊖⊖	20	l
Hirate	⊕⊕	5	h
Hirate 2	⊕⊕⊕	8, 9	hh
Hirate 3	⊕⊕⊕⊕	8, 9, 9	hh
Oudo	⊖⊖⊕	20	m
Ousho Hijite	⊖⊖⊕⊕	20, 15	mm
Fozukure	⊖⊖⊕⊕⊕	20	m
Jousai Ryousenshou	⊖⊖⊕⊕⊕⊕	20	m
Soushouda	⊖⊖⊕⊕⊕⊕⊕	20	m
Hou'oushu	⊖⊖⊕⊕⊕⊕⊕⊕	15	m
Kusonogi	⊖⊖⊕⊕⊕⊕⊕⊕⊕	20	l
Kusonogi Tenchi In'you	⊖⊖⊕⊕⊕⊕⊕⊕⊕⊕⊕	20	l
Joudan Kerite	⊖⊖⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕	18	h
Seigetsutotsu	⊖⊖⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕	18, 15	hm
Ogamigeri	⊖⊖⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕	25	m
Kusei Gafotsugeri	⊖⊖⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕⊕	25	m
Mikawoshi Hij'i ate	⊕ during evade	22	m
Tenchi In'you	⊕⊕	—	—
Ryusui	⊖ or ⊕ (from Tenchi In'you)	—	—
Tobi Shutou	⊖⊕ (while rising)	25	m
Tobi Shutou	⊖⊕ (while jumping)	25	m
Tobi Moegeri	⊖⊕ (while rising)	18	m
Tobi Kakatageri	⊖⊕ (while jumping)	20	m
Tobi Kakatageri	⊖⊕ (before landing)	20	m
Toteshutou	⊖⊕ (opponent down)	10	—
Kusei Komoshitou	⊖⊕ (opponent down)	25	—



Aoi Umenokouji

Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Edakewaki/Tayoujin/Utsui/Fudoujin	← (opponent down)	20	-
Uzumaki Shouto	△	14	h
Shitoumawari	△ (back to opponent)	12	h
Mawari Uegeri	△ (back to opponent)	20	h
Kesorigama	△ □ (back to opponent)	20, 16	hm
Mawari Sunegiri	△ □ (back to opponent)	20	l
Mawari Shouto	△ □ (back to opponent)	20	l
Mawari Shitogeri	△ □ (back to opponent)	12	l

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Ko'ate	↑	front	40	↓
Rokuden Obitori	↑ ↓	front	50	↓ ↓
Konoha Otoshi	↑ ↓	front	50	↓ ↓
Hangeshoku	↑ ↓	front	45	↓ ↓
Aikinage	↓ ↓ ↑	front	40	↓ ↓
Okerite Mawashi	↓ ↓ ↓	front	50	↓ ↓
Chougorami	↓ ↓ ↓ ↓	front	30	↓ ↓
Wakigarami	↓ ↓ ↓ ↓	front	20	↓ ↓
Yumigateme	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓	front	40	↓ ↓
Yomigateme	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓	front	50	↓ ↓
Itomaki	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓	front	55	↓ ↓
Itomaki	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓	front	65	↓ ↓
Ebi'ori	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓ to ↓ ↓	front	65	↓ ↓
Ebi'ori	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓ to ↓ ↓	front	75	↓ ↓
Keibiki	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓ to ↓ ↓	front	66	↓ ↓
Keibiki	↓ ↓ ↓ ↓ to ↓ ↓ or ↓ ↓ ↓ to ↓ ↓	front	76	↓ ↓
Kiri'e Otoshi	↓ ↓ ↓ ↓ or ↓ ↓ ↓ ↓ ↓	front	60	↓ ↓
Toiboku Toushi	↓ ↓ ↓ ↓ or ↓ ↓ ↓ ↓ ↓	front	40	↓ ↓
Toiboku Kedaki	↓ ↓ ↓ ↓ or ↓ ↓ ↓ ↓ ↓ to ↓ ↓ ↓ ↓	front	60	↓ ↓
Ayetotori	↓	side	40	-
Sugitaishi	↓	behind	50	-
Tekime Toushin	↓ ↓	front	60	↓ ↓
Shin no Karai	↓ ↓	front	53	↓ ↓

Low throw with
opponent crouching

Low throw with
opponent crouching

Reversals

REVERSAL NAME	COMMAND	DAMAGE	REVERSES
Tenshin Nyushin/Uzunori	↑ ↓	30	High punch
Tenshin Nyushin/Uzunori	↑ ↓	35	Mid punch
Edasoki/Kusabi Otoshi	↑ ↓	32	High kick
Edasoki/Kusabi Otoshi	↑ ↓	32	Mid kick
Konomi	↑ ↓	-	High spin kick
Konomi	↑ ↓	-	Mid spin kick
Urasenryu	↑ ↓	42	Back to opponent, high kick
Urasenryu	↑ ↓	42	Back to opponent, mid kick
Urakotogeshi	↑ ↓	36	Back to opponent, high punch
Urakotogeshi	↑ ↓	40	Back to opponent, mid punch
Ryu no Aigyo	↑ ↓	39	Elbow
Tsutekazura/Ougisaki	↑ ↓	40	Mid kick
Fushioria/Ochibamai	↑ ↓	45	Knee
Ouzu	↑ ↓	44	Somersault
Konomi	↑ ↓	-	Low kick
Senryu	↑ ↓	29	Low punch
Koede Oteshi	↑ ↓	31	Low kick
Ryuseishu	-	-	High or mid punch
Ho'oboro	-	-	High or mid kick
Hongetsuguruma	-	-	Mid kick, knee

Elbow parry: automatic from Tenshi In you stance

Punch: automatic from Tenshi In you stance

Punch: automatic from Tenshi In you stance



FIGHTING AGAINST AOI UMENOKOUJI

- Aoi doesn't have a lot of power moves. Her strongest weapon is her ability to turn your own attack against you with her strong reversals and parries. Don't count out her punches and kicks, though, because they still do damage.
- Don't telegraph your moves. If Aoi knows what you're going to attack with, she will reverse it and hurt you. Mix up your moves to avoid this.
- Don't get caught in her throws. Aoi has powerful throws that take away a lot of health.
- Aoi plays a defensive game, so bring the action to her. Barrage her with punches and kicks until she is ready to reverse you. When this happens and Aoi is set up for a reverse, use a throw. Switch between your normal attacks and throws to successfully defeat Aoi.
- If Aoi sets up in the Tenchi In'you stance, she is a sitting duck for a low attack.

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Fuzakuro	↓→↑↓	20	m
Combo 1	=←→↓→	6, 6	ll
Combo 2	=↑→↓	12	m
Soushoude	↓→↑↓	20	m
Combo 1	=←→↓→→↑→	28, 6, 4	ml
Combo 2	=←→↓→	20, 6	ll



Aoi Umenokouji

Jacky Bryant

With Sarah back in his life and the third tournament behind him, Jacky was anxious to return to racing and work on his driving abilities. Unfortunately, three months prior to his first comeback race, Jacky's sponsors were mysteriously attacked. During the same week, Jacky received a letter ordering him to enter the Fourth World Fighting Tournament if he wanted the attacks to stop. This threat convinced Jacky to train and enter the tournament.

STRATEGY

Fast and powerful best describe Jacky Bryant. His ability to charge an opponent without fear puts the momentum in his favor. Quick punch and kick combos keep an opponent on guard, looking for an opening to breathe. However, smothering opponents with constant attacks is Jacky's specialty. With so much offensive power, Jacky lacks in defense, with one reversal and the inability to sweep an opponent off his or her feet without punching first. This makes Jacky easy to stop with a simple punch reversal. To counter this, Jacky hits quickly at different levels, making him one of the hardest fighters to defend against.

Jacky is at his best when on the offensive. He can deliver a lot of damage in a hurry with long strings of devastating combos. Attacks

like the Combo Elbow Knuckle Spin Kick

(↑↓←→↑↓↑↓) and the Lightning Straight (↑↑↑↑)

force an opponent to defend or fall at your feet. If your opponent tries to block through your attack, throw in some multilevel or low attacks

like Beat & Knuckle Low Spin (←↑↓↑) or

Double Low Kick (↓↓↑↑). Either move sweeps

an opponent to the ground. If all else fails, disrupt your opponent's block with a stagger

like the Rising Elbow (←↑), then follow up

with one of Jacky's powerful throws.

Never let up on the attack.



Home Arena: City



Red shirt
and pants



Black leather jacket
and leather pants



The Lightning Straight (↑↑↑↑)
is a fast combo that leaves your
opponent on his or her back.



COUNTRY: USA

SEX: MALE

BLOOD TYPE: A

JOB: INDY CAR RACER

HOBBY: TRAINING

HEIGHT: 6 FT. 8 IN.

WEIGHT: 165 LBS.

B/W/H: 43/34/36

FIGHTING STYLE: JEET KUNE DO



The Rising Elbow ($\downarrow\downarrow\downarrow$) creates a stagger and breaks an enemy's guard. Follow with a throw or a quick combo.



The Knee Kick ($\downarrow\downarrow\downarrow$) pops up on opponent for juggling.

Being an offensive character, Jacky has to act fast when in the **offense**. This means learning to counter in every situation with Jacky's quick attacks from any range. His Lightning Storm 2 ($\downarrow\downarrow\downarrow$) quickly halts an attacking enemy, as does any of Jacky's elbow moves, such as the Elbow Spin Kick ($\downarrow\downarrow\downarrow$). Follow these up with a quick punch attack or a throw.

Thanks to Jacky's Pak Sao, an automatic high or mid punch reversal, you don't have to worry about getting hit with a punch. However, if you can't stop an attack, create distance between you and your attacker with the Side Shuffle ($\leftarrow\rightarrow$). This backs you away to let you regroup and start your offensive charge.

Jacky's attacks are predictable since most start

with a high or mid punch. This makes it easy for an opponent to reverse the punch or, in Vanessa Lewis's case, stand still. Don't let this be your downfall. There are many ways to break down an opponent without starting your attack with a high attack. Throw a forward elbow to the gut, the Knee Kick ($\downarrow\downarrow$), Slant Back Knuckle ($\Rightarrow\Leftarrow$), and Spin Leg Sweep ($\downarrow\downarrow\downarrow$) can all catch your opponent off guard, allowing an opening for attacking with a heavy punch combo. Throw your opponent from time to time. Most will be so worried about another barrage of punches and shots that they'll never expect a move like Kree Strike ($\downarrow\downarrow\downarrow$) to follow a Jagger. Mix up your offense and you will not need a defense.

STRENGTHS

Jacky's speed makes it easy to overwhelm an opponent from the start with a parade of attacks.

The power behind Jacky's attacks complements his speed. Faced with hard-hitting combos, an opponent will crumble in record time.

The ability to hit quickly at different levels makes Jacky able to disrupt an opponent's guard, setting up for a combo or a throw.

WEAKNESSES

Jacky has limited defense with one reversal. Most of his combinations start from a high punch, making them easy for an opponent to reverse.

Jacky can't sweep an opponent off of the ground without punching first.

MOVES

COMBO ELBOW KNUCKLE SPIN KICK

TRIMIDI



DAMAGE: 10, 10, 19, 15, 25

DOUBLE PUNCH KNEE KICK

HHM



DAMAGE: 10, 10, 22

BEAT & KNUCKLE SPIN

◆◆◆◆◆

**STEP-IN LOW SLASH HIGH**

◆◆◆◆◆



MHH

DAMAGE: 20, 9, 20

LH

DAMAGE: 15, 20

LIGHTNING KICK 5

◆◆◆◆◆



MMHH

DAMAGE: 14, 8, 8, 10, 30

SADISTIC HANGING KNEE

◆◆◆◆◆



FRONT

ESCAPE: ◆◆

DAMAGE: 65

KNEE KICK COMBO 1

◆◆◆◆◆



MHHH

DAMAGE: 30, 8, 6, 12

KNEE KICK COMBO 2

◆◆◆◆◆



MM

DAMAGE: 30, 30

LHSH

DAMAGE: 30, 9, 24

KNEE KICK COMBO 3

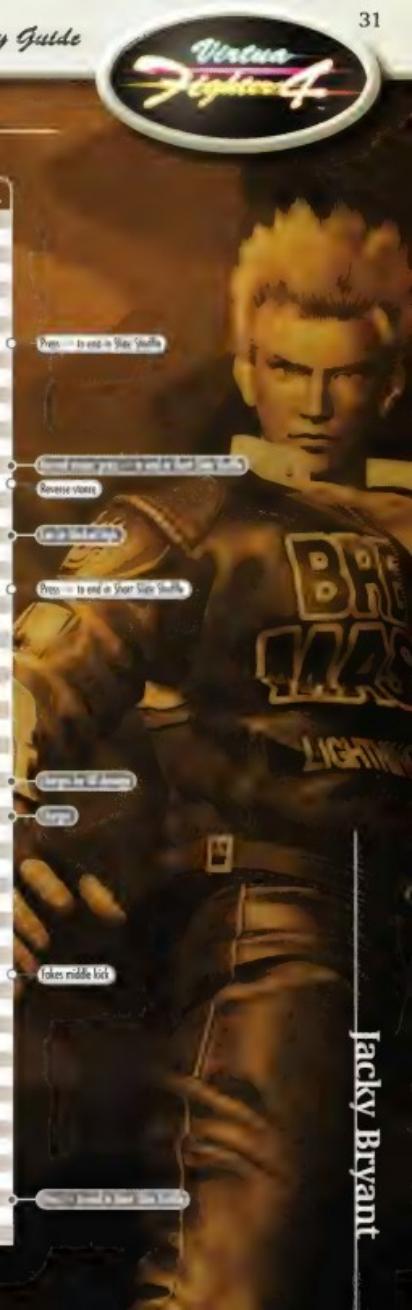
◆◆◆◆◆



COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Straight Land	↓↓	10	h
Jab Straight	↑↓↓↓	10, 10	hh
Flash Piston Punch	↑↓↓↓	10, 10, 12	hhh
Double Punch Snap Kick	↑↓↓↓	10, 10, 20	hhh
Combo Elbow	↑↓↓↓↓↓	10, 10, 19	hhm
Combo Elbow Spin Kick	↑↓↓↓↓↓	10, 10, 19, 20	hhmh
Combo Elbow Back Knuckle	↑↓↓↓↓↓	10, 10, 19, 15	hhmb
Combo Elbow Knuckle Spin Kick	↑↓↓↓↓↓	10, 10, 19, 15, 25	hhmh
Combo Elbow Knuckle Low Spin Kick	↑↓↓↓↓↓	10, 10, 19, 15, 14	hhmh
Jab Straight Back Knuckle	↑↓↓↓	10, 10, 22	hhb
Combo Back Knuckle Spin	↑↓↓↓	10, 10, 22, 25	hhbh
Double Punch Low Spin Kick	↑↓↓↓	10, 10, 12	hhl
Double Punch Knee Kick	↑↓↓↓	10, 10, 22	hhm
Jab Double Straight	↑↓↓↓	10, 10, 18	hhh
Punch Spin Kick	↑↓↓	10, 30	hh
Punch Side Kick	↑↓↓	10, 19	hm
Punch Low Spin Kick	↑↓↓	10, 21	hl
Punch High Kick	↑↓↓	12, 20	hh
Squat Straight	↑↓↓	9	l
Rising Elbow	↑↓↓	19	m
Elbow Back Knuckle	↑↓↓↓	19, 15	mh
Elbow Knuckle Spin Kick	↑↓↓↓	19, 15, 25	mh
Elbow Knuckle Low Spin Kick	↑↓↓↓	19, 15, 14	mh
Elbow Spin Kick	↑↓↓	19, 20	mh
Spinning Back Knuckle	↑↓↓	22	h
Double Spin Knuckle	↑↓↓	22, 22	hh
Spinning Slam Back Knuckle	↑↓↓↓	22, 15	h
Spinning Arm Kick	↑↓↓↓	22, 25	hh
Spinning Low Spin Kick	↑↓↓↓	22, 20	h
Smash Hook	↑↓↓	10	h
Hook Combo 2	↑↓↓	10, 8	hh
Lightning Straight	↑↓↓↓	10, 8, 20	hhb
Smash Back Knuckle	↑↓↓↓	10, 24	hhm
Smash Upper	↓↓↓	22	m
Slosh Back Knuckle	↓↓↓	15	l
Slosh Low Spin Kick	↓↓↓	15, 20	l
Vertical Hook Kick	↓↓	25	h
Kick, Back Knuckle	↓↓	25, 12	hh
Combo Knuckle Spin Kick	↓↓↓	25, 12, 20	hhh
Combo Knuckle Low Spin Kick	↓↓↓	25, 12, 16	hhb
Double Spinning Kick	↓↓↓	25, 16	hm
2-Way Spin Kick	↓↓↓	25, 12	hl
Tee Kick	↓↓	24	m
Fake Tee Slosh	↓↓↓	20	l
Knee Kick	↓↓	30	m
Dash Hammer Kick	↓↓↓	30	m
Side Hook Kick	↓↓↓	20	m
Middle Kick	↓↓	20	m
Step-In Middle Second	↓↓↓	20, 20	mm
Somersault Kick	↓↓	38	m
Low Kick	↓↓	12	l
Double Low Kick	↓↓↓	12, 20	l
Beat Knuckle	↓↓	20	m
Beat & Back Knuckle	↓↓↓	20, 9	mh
Beat & Knuckle Spin	↓↓↓	20, 9, 20	mh
Beat & Knuckle Low Spin	↓↓↓	20, 9, 16	mh
Beat Spin Kick	↓↓↓	20, 20	mh
Step-In Body	↓↓↓	20	m
Chopping Left Combo	↓↓↓	20, 20	mm



Jacky Bryant

Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Lightning Kick 1	↓↓	14	m
Lightning Kick 2	↓↓↓	14, 8	mm
Lightning Kick 3	↓↓↓↓	14, 8, 8	mmm
Lightning Kick 4	↓↓↓↓↓	14, 8, 8, 10	mmmm
Lightning Kick 5	↓↓↓↓↓↓	14, 8, 8, 10, 30	mmmmh
Lightning Storm 1	↓↓	8	m
Lightning Storm 2	↓↓↓	8, II	mm
Lightning Storm 3	↓↓↓↓	8, 8, 8	mmm
Lightning Storm 4	↓↓↓↓↓	8, 8, 8, 10	mmmm
Lightning Storm 5	↓↓↓↓↓↓	8, 8, 8, 10, 30	mmmmh
Lightning Low	↓↓↓↓↓↓↓	8, 8, 8, 10, 30	mmmmhl
Sway Hook	↓↓	14	h
Spinning Kick	↓↓	21	h
Spinning Kick Low Spin Kick	↓↓↓	21, 20	hl
Leg Slicer	↓↓	20	l
Spin Leg Slicer	↓↓↓	20, 20	lh
Spin Heel Sword	↓↓	30	m
Middle Spin Kick	↓↓	25	m
Head Hook Kick	↓↓	30	h
Switch Step	↓↓	—	—
Switch Spin Kick	↓↓	25	m
Slide Shuffle	↓↓	—	—
Ducking	↓↓↓↓↓	—	—
Heavy Body	↓↓↓↓↓↓	14	m
Step-in Sword	↓↓↓↓	30	m
Step-in Low Crush	↓↓↓↓	15	l
Step-in Low Slash High	↓↓↓↓↓↓	15, 20	lh
Barrier Kick	(during evade)	25	m
Elbow	↑↓ (while rising)	25	m
Step Straight	↓↓ (while jumping)	25	m
Step Hook Kick	↓↓ (while rising)	25	m
Step Heel Kick	↓↓ (before landing)	20	m
Soccerball Kick	↓↓ (opponent down)	13	l
Jumping Knee Stamp	↓↓ (opponent down)	25	l
Side Hook Turn	↓↓↓↓	14	h
Spinning Kick Turn	↓↓↓↓	30	h
Turn Knuckle	↓ (back to opponent)	10	h
Turn Knuckle Spinning Kick	↓ (back to opponent, normal stance)	10, 30	hh
Turn Knuckle Side Kick	↓ (back to opponent, reverse stance)	10, 19	hm
Turn Knuckle Low Spin Kick	↓ (back to opponent)	10, 20	hm
Turn Slant Back Knuckle	↓ (back to opponent)	14	l
Turn Slant Low Spin Kick	↓ (back to opponent)	14, 20	ll
Turn Kick	↓ (back to opponent)	34	h
Turn Low Spin Kick	↓ (back to opponent)	20	l
Blind Back Knuckle	↓ (back to opponent)	25	m
React Round Kick	↓↓ (opposite wall)	30	m
Wall Back Roll	↓↓ (back to wall—flips)	—	—



Charge move

Follow with ←→ to cancel hit

Turns back to opponent

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
One-Inch Blow	↓↓	front	25	↓↓
Northern Light Bomb	↓↓↓	front	50	↓↓↓
Neck-Breaker Drop	↓↓↓	front	40	↑↓
Wall Face Crash	↓↓↓	front	65	↓↓↓
Knee Strike	↓↓↓	front	60	↓↓
Sedistic Hanging Knee	↓↓↓	front	65	↓↓
Neck Slashing	↓↓	side	40	↓↓
Face Crusher	↓↓	behind	50	↓↓





FIGHTING AGAINST JACKY BRYANT



- Jacky's Pak Sao deflects any high or mid punches. However, kicks are fair game. Use kick combos and low attacks to break his defense.
- Speed is Jacky's strength. He will bombard you with attack after attack. Use counters and good blocking to keep yourself from getting pummeled.
- Most of Jacky's combos start with a high punch, so use punch reversals to keep him at bay. Otherwise, stay low and counter the high attack with low kicks.

Reversals

REVERSAL NAME	COMMAND	DAMAGE	REVERSES
Pak Sao	-	-	high and mid punches
Pak Sao Knuckle	△ (during Pak Sao)	13 m	-

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Knee Kick	↓↘↔	30	m
Combo 1	=↓↙↔↔	8, 6, 12	hhh
Combo 2	=↓↙↔	30	m
Combo 3	=↓↙↔	9, 24	hh



Jacky Bryant

Jeffry McWild

With his prize money from the Third World Fighting Tournament, Jeffry completed the construction of his ship. Unfortunately, by the time he returned to sea, the "Devil Shark" he had been hunting had moved to another area, seeking food. To find the Devil Shark, Jeffry must use a high-quality fishing research vehicle—a costly purchase. Unable to afford such high-end equipment, Jeffry has entered the Fourth World Fighting Tournament in an attempt to take home the prize money yet again.

STRATEGY

Jeffry McWild is still the rough-and-tumble fighter he's always been. When battling in the ring, Jeffry takes advantage of his long reach and the power attached to his lists and feet. Strong hits combined with huge throws are Jeffry's biggest asset. Unfortunately, his huge body can work against him, slowing him down. It is difficult to break out of a fast series of attacks or perform a move of your own against quicker opponents. Jeffry requires patience and near-perfect timing to win matches. With such incredible strength, you'll have fun pounding your enemies senseless as you muscle your way into the winner's circle.

At a hefty 245 pounds (one of the largest competitors in the tournament), Jeffry throws a lot of weight behind his attacks, and in turn deals a lot of damage. Moves like Killing Toe Kick Hammer (⊕⊕⊕) and Elbow Hammer (⊕⊕⊕) inflict major hurt. Also use Jeffry's Kenka Hook (⊕⊕⊕) for high damage and as a precursor to more attacks.

Don't rule out his extensive list of throws either. A few well-timed throws can leave your opponent near death.



Home Arena: Island



No shirt with white pants



Blue vest with multi-colored beach shorts



Jeffry's Kenka Hook (⊕⊕⊕) is a good high attack that can cause your opponent to stumble and fall. Afterward, string together a few more attacks for even greater damage.



COUNTRY: AUSTRALIA
JOB: FISHERMAN
HEIGHT: 6 FT. 0 IN.
B/I/U/H: 48/37/38

SEX: MALE BLOOD TYPE: A
HOBBY: REGGAE MUSIC
WEIGHT: 245 LBS.
FIGHTING STYLE: PANCRATIUM

Front Backbreaker ($\triangleright \square \diamond$) and Splash Mountain ($\downarrow \bullet \diamond$) are devastating attacks. A move like Stomach Destroyer ($= \bullet \diamond$) puts your opponent into a position to be thrown. Use Hell Dunk Hammer ($\triangle \diamond$) to put your enemy into position for a low throw like Machine Gun Knee Lift ($\downarrow \rightarrow \diamond$). No matter the position your opponent is in, he or she is inevitably susceptible to one of Jeffry's mighty throws. Keep this in mind when your opponent is within throwing range.

Don't force the attack with Jeffry. He's not quick and his moves are relatively simple. Without a reversal move, you have to guard for protection. Be patient and wait for an opening before launching an attack of your own. With a little time, and a lot of muscle, Jeffry can easily pound the competition.



Use Ducking Low ($\downarrow \diamond$) to attack your opponent low. It hits for decent damage and has good distance. Use it as defense to disrupt an enemy's oncoming attack, or to strike where he or she isn't blocking.



Splash Mountain ($\downarrow \bullet \diamond$) is an easy-to-input throw with a huge damage factor. Use it in any match where the opportunity arises.

STRENGTHS

Jeffry has very powerful attacks. String a few of his punches and kicks together to inflict maximum pain on your opponents.

He has a wide variety of throws in his arsenal, making them one of his strong points. Use throws whenever the opportunity arises.

Jeffry can perform powerful, yet simple, moves. You don't need to press a lot of buttons to get a strong move out.

WEAKNESSES

Jeffry is a slow character and all about power. You won't find a lot of quick jabs in his repertoire.

He has some moves that work well together and do considerable damage. This can lead to predictability. Mix things up so your enemy doesn't know what's coming.

MOVES

RAIDEN DROP



M



DAMAGE: 25



KILLING TOE KICK HAMMER



HMM



DAMAGE: 30, 12, 16

RISING HAMMER



MM



DAMAGE: 20, 16

Jeffry McWild

FULL SWING HAMMER

M
(CHARGES FOR H)



DAMAGE: 30 ●
(CHARGES FOR 48)

HEAD CRUSH

FRONT



ESCAPE: +*



DAMAGE: 66 ●

MACHINE GUN HAMMER

FRONT



ESCAPE: +*



DAMAGE: 60 ●

KENKA HOOK COMBO 1

HHMM



DAMAGE: 30, 30, 12, 12 ●

KENKA HOOK COMBO 2

HMM



DAMAGE: 30, 15, 12, 8 ●

KNEE ATTACK COMBO 1

MM



DAMAGE: 32, 16, 16 ●

KNEE HAMMER

MH



DAMAGE: 16, 15 ●



COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Straight Knuckle	□	14	h
Double Knuckle	□□	14, 14	hh
One Two Upper	□□□	14, 14, 19	hhh
Combo Kenka Hook	□□□□	14, 14, 30	hhh
Knuckle Kick	□□	14, 20	hh
Low Knuckle	□+	9	i
Elbow Butt	□□	19	m
Elbow Hammer	□□□□	19, 30	mm
Dash Elbow	□□□	19	m
Dash Elbow Upper	□□□□	19, 19	mm
Tornado Hammer	□□□	25	h
Elbow Stamp	□+	20	m
Kenka Hook	□□□	30	h
Tornado Punch	□□□□□	35	m
Double Hammer Down	□□□□	20	m
Rising Hammer	□□□	20, 16	mm
Smash Upper	□□□	15	m
Double Upper	□□□	15, 15	mm
Combo Kenka Upper	□□□□□□	15, 15, 10	mmm
Kenko Upper	□□□	30	m
Vertical Upper	□□□	22	m
Upper Kick	□+	30	h
Killing Toe Kick	□□	30, 12	hh
Upper Kick	□□	30	h
Killing Toe Kick Splash Mountain	□□□□□□□	15, 70	m
Killing Toe Kick Hammer	□□□□	30, 12, 16	hhh
Toe Kick	□□	24	m
Toe Kick Splash Mountain	□□□□□	24, 70	m
Toe Kick Hammer	□□□□	24, 19	mm
Vertical Kick	□□	17	i
Knee Attack	□□□	32	m
Kenko Kick	□□□	40	m
Knee Push	□□□	16	m
Knee Hammer	□□□	16, 15	mh
Heel Axe	□□□	30	m
Side Kick	□□	28	m
Hell Stab	□□	15	h
Double Hell Stab	□□□□	15, 10	hh
Machine Gun Hell Stab	□□□□□	15, 10, 15	hhh
Hell Dunk Hammer	□□□	21	m
Middle Hell Stab	□□□	20	m
Running Body Press	→ □□ (while running)	27	m
Heavy Back Knuckle	□□□	18	h
Stomach Destroyer	□□□	18, 22	hm
Stomach Crush	□□□	20	m
Liftup Throw	□□□□□	60	m
Head Attack	□□□□	30	m
Full Swing Hammer	□□□□	30	m
Broad Axe Left	□□□	18	h
Right Heavy Upper	□□□	18, 18	hm
Megaton Body Blow	□□□□□	18, 18, 20	hhh
Megaton Fist Drop	□□	20	m
Ducking Low	□□	21	i

Can be blocked by

Steps forward

Hit throw during → M1 enemy must be blocking

Hit throw during → M1 enemy must be blocking

Hit throw, during act hit

Damage for 48 h damage

Jeffrey McWild

Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Heel Drop	↓→	35	m
Running Hip Attack	→←(while running)	30	m
Knife Drop	↑←	25	m
Low Kick	↓→	20	l
Rolling Heel Attack	↓→	30	m
Thrust Stance	↑→	—	—
Catch Blow	↑↓→	30	h
Heavy Knee Strike	↑↓→↓→	40	—
Counter Toe Kick	↑↓→	20	m
Side Step Elbow	→(while evading)	25	m
Hammer Down	↑↓→(while rising)	25	m
Step Knuckle	↑↓→(while jumping)	25	m
Step Kick	↑↓→(while rising)	25	m
Heel Drop	↑↓→(while jumping)	25	m
Pushing Kick	↑↓→(before landing)	22	m
Stomping	↑↓→(opponent down)	15	—
Body Press	↑↓→(opponent down)	25	—
Devil Reverse Claw	↓→(back to opponent)	—	—
Spin Knuckle	↓→(back to opponent)	12	h
Beck Kick	↓→(back to opponent)	30	h
Beck Double Hammer	↓→(back to opponent)	30	m
Bock Heel Kick	↓→(back to opponent)	25	m
Spin Knuckle	↓→(back to opponent)	12	h
Jumping Knee	↓→	30	m



Facing wall, back to opponent!

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Knee Smash	↑→	front	35	↑→
Power Slam	↑↓→	front	50	↑↓→
Body Lift	↑↓→	front	60	↑↓→
Spine Buster	↑↓→	front	50	↑↓→
Bock Flip	↑↓→	front	50	↑↓→
Wall Back Flip	↑↓→	front	58	↑↓→
Well Back Flip	↑↓→	front	65	↑↓→
Bock Throw	↑↓→	front	—	↑↓→
Head Butt	↑↓→	front	20	↑↓→
Double Head Butt	↑↓→↑↓→	front	36	↑↓→↑↓→
Triple Head Butt	↑↓→↑↓→↑↓→	front	68	↑↓→↑↓→↑↓→
Head Crush	↑↓→↑↓→	front	66	↑↓→↑↓→
Head Crash	↑↓→↑↓→	front	50	↑↓→↑↓→
Tackle	↑↓→	front	35	↑↓→
Machine Gun Tackle	↑↓→	front	60	↑↓→
Machine Gun Hammer	↑↓→	front	60	↑↓→
Front Backbreaker	↑↓→↑→	front	65	↑↓→↑→
Splash Mountain	↑↓→	front	70	↑↓→
Coconut Crash	↑→	side	50	—
Armbreaker	↑↓→ or ↑↓→	side	60	—
Bockbreaker	↑→	behind	70	—
Choke Sweeper Swing	↑↓→	behind	75	—
Power Bomb	↑↓→	front	60	↑↓→
Iron Claw	↑↓→	front	50	↑↓→
Machine Gun Knee Lift	↑↓→	front	65	↑↓→
Corkscrew Knuckle	↑↓→ or ↑↓→	side	70	—
Bockbreaker	↑→	behind	80	—

Back to wall

Opponent's back to wall

Opponent's back to wall

Low throw

Low throw

Low throw

Low throw



FIGHTING AGAINST JEFFRY MCWILD



- Stay out of his reach. He has punches and kicks that seem to stretch for miles. Worse yet, they have a lot of power behind them. If they connect, you're sure to lose a lot of health.
- Take advantage of his lack of speed. Jeffry isn't the fastest fighter in the tournament. This can leave him vulnerable to attacks and give you an opening to protect yourself.
- Don't become predictable. Vary your attacks and attack speed. Someone using Jeffry might play a defensive game waiting for the perfect opportunity to strike. Mix up your moves so your opponent doesn't know what you're going to do before you execute it.
- Watch for patterns Jeffry might stick to. See if the same attacks are used against you constantly. If you know it's coming, you can protect against it and move in for the attack.
- Don't get caught in one of his throws. If Jeffry gets hold of you, you're going to lose a lot of health. Keep him at a distance.

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Kenka Hook	↓←↑→	30	h
Combo 1	=←↑→↑	30,12,12	hmm
Combo 2	=←↑→↑↑↑	15,12,8	mmmm
Knee Attack	↓+↑	32	m
Combo 1	=←↑→↑↑	16,16	mm
Combo 2	=→↑→↑↑	11,11,12	hmm
Combo 3	=←↑→↑↑↑	12,12,8	mmmm
Kenka Upper	↑↑↑↑	30	m
Combo 1	=←↑→↑↑	15,15	mm
Combo 2	=←↑→↑↑↑	11,11,12,5	hmm



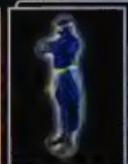
Kage-Maru

Kage defeated Dural in the Third World Fighting Tournament to help save his mother, Tsuki-Kage. Sadly, Tsuki-Kage's condition only worsened, and her transformation to Dural was complete.

Kage resolved to infiltrate the Organization and retrieve his mother. Once inside the Organization, Kage discovered that a new, more complete Dural was poised to compete in the fourth tournament. Winning would ensure a necessary final adjustment. Kage also learned that this new Dural contains the secret to saving his mother. With that, he pledged to enter the Fourth World Fighting Tournament and save his mother's life.



Home Arena: Garden

Blue ninja suit
with a yellow belt

Metallic armor

STRATEGY

Kage-Maru's skills combine quickness, maneuverability, and stylish acrobatic moves—the characteristics of a master ninja. His fighting style often confuses his opponents, allowing Kage to execute a potent combo or juggle. A player who chooses Kage must focus on the opponent's every move, capitalizing on openings and reacting to every attack.

Don't be afraid to get in close to your opponent. Kage's quick hands make this a relatively safe place to be. Though his reversals are weak and limited, the speed of his jab and Surigeri (↑+F) can disrupt an oncoming combo. Use these plus Hijuchi (↓+F), to stagger and break an opponent's guard, setting them up for a juggle starter such as the Fusenjin (↗+F).

Once in the air, Kage's acrobatics and speed make him one of the better jugglers in *Virtua Fighter 4*. If you can get in close enough to connect with the

Fusenjin, or his signature Ko'enraku (→+F), Kage can keep an opponent in the air with any of his spinning kicks or the Fujin Urasuisha (→+D).

This is where you will do the most damage.

Experiment with different combinations—the possibilities are limitless. Spend time training to see what works best for you.

Kage is also fast at creating and closing the space between you and your opponent.



The Hijuchi (↓+F) can disrupt an attack and stagger an opponent long enough for you to execute a combo or potent throw.



COUNTRY: JAPAN	SEX: MALE	BLOOD TYPE: B
JOB: NINJA	Hobby: MAHJONG	
HEIGHT: 5 FT. 10 IN.	WEIGHT: 146 LBS.	
B/I/W/H: 46/35/35	FIGHTING STYLE: HAGAKURE-RYU JU-JUTSU	



Fusenjin (火輪陣) can be followed by a multitude of combos, juggling your opponent for major damage.



Sempugeti (急脚) moves are fast and work well following a fast riposte, but they can tire you out if used in close contact.

vulnerable for an attack, and possibly a deadly combo. This also holds true with his downed enemy attacks as well. If missed, they leave you defenseless against a string of unwanted hits. Mix up your moves and continue to pounce away at your opponent, disrupting attacks and waiting for the mistake that allows you to start a combo.

Kage requires you to think one step ahead of your enemy. Otherwise, you could be brutally beaten while trying to stand toe to toe with a tough opponent. Use quick moves followed by slower ones, to avoid being swept away in these situations. With good defense and good execution of juggles, Kage will help any player become champion of the Fourth World Fighting Tournament.

STRENGTHS

Kage's speed is his most valued asset. Use this to your advantage by hitting quickly and countering your opponent's attacks.

Awkward movements and a variety of moves make Kage hard to defend. Switch up your moves to keep your enemy guessing.

Due to his speed and variety of moves, Kage is a great juggler. Follow these moves with combos to deliver a great deal of damage.

Moves like the Zenten (真天神) and Kouten (空天神) can quickly roll you toward a staggered opponent or move you out of harm's way in a hurry. Mix these up with Ryueikyaku (龍脚) and Hagaryu (火脚) and Kage will be in control, without the worry of losing ground to a rushing or retreating opponent.

It may seem that Kage is an unstoppable force, but to a seasoned opponent, Kage is an easy target for big throws and combos. Kage can become too dependent on spinning and flipping. Don't make the same moves over and over. Many of his moves, such as the Sempugeti (急脚) and Fusen Renkyaku (火旋脚), though valuable within combos, leave you

vulnerable for an attack, and possibly a deadly combo. This also holds true with his downed enemy attacks as well. If missed, they leave you defenseless against a string of unwanted hits. Mix up your moves and continue to pounce away at your opponent, disrupting attacks and waiting for the mistake that allows you to start a combo.

WEAKNESSES

Limited reversals force Kage to stay one step ahead of his opponent by blocking and countering his opponent's moves.

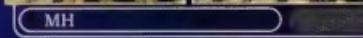
Kage's hard-hitting moves take time to execute, leaving him vulnerable to combos and throws.

MOVES

NARAKU OTOSHI



MH

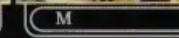


DAMAGE: 30, 16

SUISHAGERI



M



DAMAGE: 38

TENSHIN AGOKUDAKI



MLM



DAMAGE: 18, 20, 22

FUSENJIN COMBO 2

MHMM

DAMAGE: 16, 8, 12, 12 ●

FUJIN URASUISHA

MM

DAMAGE: 16, 20 ●

RYUEIKYAKU

L

DAMAGE: 21 ●

KO'ENRAKU

FRONT

ESCAPE: ●

DAMAGE: 40 ●

**KO'ENRAKU COMBO 1**

MHHHM

DAMAGE: 12, 8, 8, 7, 10 ●

KO'ENRAKU COMBO 3

MHMM

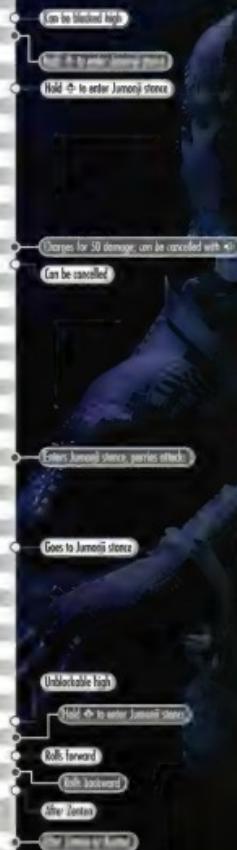
DAMAGE: 12, 13, 20, 9, 12 ●



COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Danken	↓↓↓	10	h
Resshou	↑↓↓↓	10, 10	hh
Sandougeki	↑↓↓↓	10, 10, 12	hhh
Sandan Urageri	↑↓↓↓↓	10, 10, 12, 22	hhhh
Sandan Fujinryaku	↑↓↓↓↓ or ↓↓↓↓	10, 10, 17, 22	hhhh
Resshou Rasengeki	↑↓↓↓↓	10, 10, 17	hhh
Sandan Rasan Urageri	↑↓↓↓↓	10, 10, 17, 22	hhhh
Resshoukyaku	↑↓↓↓	10, 10, 20	hhh
Hogusune	↑↓↓↓	10, 20	hh
Jizeriden	↓↓↓	9	l
Hijūchi	↓↓↓	20	m
Kageyūba	↓↓↓↓↓	30	m
Naraku Otoshi	↓↓↓↓↓	30, 16	mh
Rasen	↓↓↓	17	h
Rasen Urageri	↓↓↓↓	17, 25	hh
Fosenjin	↓↓↓	16	m
Ganzanba	↓↓↓↓	15	m
Sokudan	↓↓↓	14	h
Sokudangasame	↓↓↓	14, 20	hh
Tsukikoshigeri	↓↓↓	25	h
Jisuberibeshiri	→↓↓ [while running]	25	l
Surigeri	↓↓↓	14	l
Ryugekubo	↓↓↓↓	20	m
Ryuukyaku	↓↓↓↓	20	l
Fū'eiyaku	↓↓↓↓	30	h
Fū'eiyaku	↓↓↓↓	30, 12	hl
Fushin Renkyaku	↓↓↓↓	38	m
Fushin Mizuguri	↓↓↓↓	18	m
Kodachimoki	↓↓↓↓	18, 20	ml
Rybūgeri	↓↓↓↓	18, 20	mm
Tenshin Agokudoki	↓↓↓↓	18, 20, 22	mm
Kuruwogeri	↓↓↓↓	30	h
Nakageri	↓↓↓	22	m
Jihoshibiri	↓↓↓	19	l
Senpogeri	↓↓↓	30	m
Bosatsushou	↓↓↓	20	h
Senpūjin	↓↓↓	16	m
Fujin Urasuwisha	↓↓↓	16, 20	mm
Rokusenjin	↓↓↓	16	m
Rokusenjin Goushi	↓↓↓	16, 14	mh
Kesumi Yabu	↓↓↓	20	m
Rakyuu Senpuden	↓↓↓	30	m
Fusen Renkyaku	↓↓↓	25, 8	mm
Tsumujigeki	↓↓↓	30	m
Hogaryu	↓↓↓↓	35	m
Gen'you	↓↓↓↓	30	h
Urasuwisha	↓↓↓↓	35	m
Suishogewi	↓↓↓↓	38	m
Engetsugeri	↓↓↓↓ [during attack]	30	m
Hogakure Senjin	↓↓↓↓	24	m
Rairyu Hishoukyaku	↓↓↓↓	30	l
Sokaten	↓↓↓↓	—	—
Zenten	↓↓↓↓↓	—	—
Kouten	↓↓↓↓↓	—	—
Kouten	↓↓↓↓↓ or ↓↓↓↓↓	—	—
Kageyūba	↓↓↓↓↓ or ↓↓↓↓↓	30	m
Naraku Otoshi	↓↓↓↓↓	30, 16	mh



Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Kouten Jizurykyaku	↓↘↔↑↓↑	30	—
Shinsodan Zenten	↓↓↓↓↓↓	—	—
Kaiten Jizurykyaku	↑↓↑↑↑↑	20	—
Shutou	→ (while rising)	25	m
Tobi Seiken	↑↓ (while jumping)	20	—
Tobi Moegeri	→ (while rising)	20	m
Tsukikakutogari	↑↓ (while jumping)	20	m
Jitsumijū	→ (before landing)	20	—
Kakato Otoshi	↓↓ (opponent down)	13	—
Hifendan	→ (opponent down)	25	—
Asuka	↑↓ (opponent down)	30	—
Hishougeki	→ (opponent down)	30	—
Rokujujōgeri	↓↓↓↓	14	h
Ura Tsumijigeri	↓↓↓↓	24	h
Rybubisen	↓↓↓↓	21	—
Uroha	→ (back to opponent)	12	h
Gyakugeri	↓ (back to opponent)	30	—
Urosutou	→ (back to opponent)	15	—
Hangetsuwari	↓ (back to opponent)	23	—
Hiryusou	→ (back to opponent)	30	m
Ura Sempogeri	↓↓ (back to opponent)	25	m
In Sempogeri	↓↓ (buffered, back to opponent)	30	m
Tsuchi Shurou	↓ (back to opponent)	10	m
Shin'youshu	→ (back to opponent)	10, 25	mm
Yamigasumi	↓ (back to opponent)	55	—
Hogakure-ryu You Reimeizon	↓↓ (back to opponent)	25	m
Kaimon Kousoi	↓↓ (wall in front)	20	m
Boukeshu	↓↓ (wall in front)	—	—

After Zenten or Kouten

Moves from Jumonji Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Hogakure-ryu You Jumonji Kamoe	↓↓	—	—
Juji Donken	↓	10	h
Jumonji Hagesone	↓	10, 17	hm
Hogakure-ryu In Kama'itachi	↓↓↓↓	10, 17, 17	hmm
Suigetsuwari	↓↓	18	m
Suimengeri	↓↓↓	19	—
Ryu'elien	↓↓↓	—	—
Hogakure-ryu In Suigetsuhou	↓↓	25	m
Hogakure-ryu Yoo Kusabuchi	↓↓	15	m
Hogakure-ryu You Jumonjibashiri	↓↓↓	—	—
Hogakure-ryu In Kubotowari	↓ (while running)	24	m
Hogakure-ryu You Hir'en	↓↓	20	m
Hogakure-ryu In Kubotowari	↓↓	28	m

Crush dash

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Tottou	↓	front	40	↓↓
Jungyaku Jizai	↓↓↓	front/back	—	↓↓
Ko'enraku	↓↓	front	40	↓↓
Izune Otoshi	↓↓↓↓↓↓	front	60	↓↓
Kotonigasumi	↓↓	front	50	↓↓
Fushin Randengeki	↓↓	front	50	—
Kogegasumi	↓↓↓↓	front	50	↓↓
Fugasumi	↓↓↓↓	front	60	↓↓
Kirigessumi	↓	opponent's side	40	—
Jungyaku Jizai	↓↓	opponent's side	—	—
Ho'oragasumi	↓	opponent's back	50	—
Jungyaku Jizai	↓↓	opponent's back	—	—
Ho'oragasumi	↓	opponent's back	60	—
Yamigasumi	↓	back to opponent	55	—
Fushin Randengeki	↓	front	50	—

Opponent must be cracked

From Jumonji stance





FIGHTING AGAINST KAGE-MARU

- Many of Kage's spinning or flipping moves, if blocked, leave him vulnerable to a large combo or throw.
- Watch for Kage to throw you into the air with his Ko'enraku throw. From this he can juggle you through the air. Be prepared for this and reverse the throw with \triangle .
- Kage's power lies in his combos. Prevent strings of combos with quick jabs and guards. When the barrage stops, Kage will be helpless against a throw or combo of your own.
- Watch for patterns Kage might stick to. See if the same attacks are used against you constantly. If you know it's coming, you can protect against it and move in for the attack.
- Watch for Kage to enter his Jumonji stance. From this stance, he can parry high and medium punches. Attack with a low kick combo.

Reversals

REVERSAL	COMMAND	DAMAGE	REVERSES
Katogesshi	$\downarrow\leftarrow\uparrow$	35	High punch
Katogesshi	$\uparrow\leftarrow\downarrow$	40	Mid punch
Hogakure-ryu In Myou'oujin	-	20	High/mid punch
Hogakure-ryu You Chiryu	$\downarrow\uparrow$ [from Jumonji]	40	Mid kick



When automatic parity

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Fusenjin	$\downarrow\leftarrow\uparrow$	16	m
Combo 1	$=\downarrow\leftarrow\uparrow$	30	m
Combo 2	$=\downarrow\leftarrow\downarrow\uparrow$	8, 12, 12	mm
Combo 3	$=\downarrow\leftarrow\downarrow\uparrow\downarrow\uparrow$	8, 8, 7, 10	hhmm
Ko'enraku	$\downarrow\leftarrow\uparrow$	-	
Combo 1	$=\downarrow\leftarrow\downarrow\uparrow\downarrow\uparrow$	12, 8, 8, 7, 10	mhmm
Combo 2	$=\downarrow\leftarrow\downarrow\uparrow\downarrow\uparrow\downarrow\uparrow$	12, 8, 11, 6, 5, 8	mhmmh
Combo 3	$=\downarrow\leftarrow\downarrow\uparrow\downarrow\uparrow\downarrow\uparrow$	12, 13, 20, 9, 12	mhmmmm

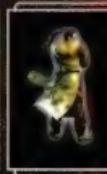
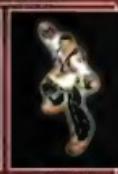


Lau Chan

After losing against Kage-Maru in the final round of the Third World Fighting Tournament, Lau became incurably ill. Fearing that his individually developed style, Koen-Ken, might be forever lost upon his death, Lau searched for a worthy successor. His main ambition in entering the fourth tournament is to find that successor and offer him or her the chance to master his powerful martial arts style.



Home Arena: Great Well

Red vest over
yellow shirt
and brown pantsWhite shirt and
blue pants

STRATEGY

Lau Chan returns to the Fourth World Fighting Tournament with his powerful Koen-Ken fighting style. He is a mostly offensive fighter with hard-hitting punch and kick combos. Although able to throw out a lot of moves in a short period of time, make sure you pick the right moves, or Lau could be in trouble. With all his power and great punch combos, Lau Chan severely lacks in defense. He has no parries and no reversals with which to protect himself. To succeed with Lau, fight so you don't need to rely on your defenses by really pushing the attack on your enemies.

One of Lau's important assets is his power. He has good strength for a fairly quick fighter and can take off a lot of health in a hurry. Use Renken Senpuga ($\oplus\bullet$) or Koryu Tenshinkyaku ($\oplus\bullet\oplus$) to do a lot of damage. Strike from a distance with these power moves when your opponent expects you to come in close.

Lau has some great punch combos that are fast and easy to combine. Raigekishou ($\oplus\bullet\oplus$) is a speedy three-punch combo that deals quick damage and disrupts anything your opponent might have been planning. If your attack is blocked, add a low kick to make Renkan Tenshin Soukyaku ($\oplus\bullet\bullet\oplus\bullet$) and unexpectedly strike low.



The powerful Konyu Tenshinkyaku ($\oplus\bullet\oplus$) can severely damage your opponent. Use it from a safe distance to stay out of harm's way.



COUNTRY: CHINA

SEX: MALE

BLOOD TYPE: B

JOB: COOK

HOBBY: CHINESE POTTERY

HEIGHT: 5 FT. 8 IN.

WEIGHT: 170 LBS.

B/I/H: 39/35/37

FIGHTING STYLE: KOEN-KEN



Renken Tenshin Soukyaku (△○△○△) can do a lot of damage quickly. If your opponents are blocking mid moves, the last low kick will sweep them off their feet.



Shajoushou (△○△) opens for one of Lau's famous punch combos. Use it often and to its full potential.

Kosou Raishu when an opponent is too far away or you'll land short and probably take a foot to the face.

Lau Chan is a meat and potatoes kind of fighter—straightforward and in your face. He doesn't waste time on shiny moves. His fighting style is forward, aggressive, and very offensive. Don't sit back and wonder what your opponents might be thinking. Use their quick punch combo to the face and you can discuss things after you've won the tournament.

STRENGTHS

One of Lau's strengths is his power. He packs a lot of muscle behind his attacks and can do considerable damage with just a few hits.

Lau's punch combos are fast and carry a lot of weight. Throw in some kicks to do even more damage and mix up the hit level.

The best time to use Lau's punch combos is when he has an enemy floating helplessly in the air.

WEAKNESSES

Lau Chan is susceptible to being reversed on his attacks. Try to mix in other ways of attacking, such as low kicks, to keep your opponents guessing.

Lau Chan doesn't have a huge move list. You have to learn and master all his moves to have a decent number of attacks in your arsenal.

The smaller number of moves makes Lau predictable. Throw a wide range of attacks to change your hit levels and confuse your opponent.

Lau lacks in the defense department, with no reversals or parries.

MOVES

HI'EN SOUKYAKU

ML

DAMAGE: 22, 12



SOKUSHUKYAKU

MM

DAMAGE: 18, 18

HOU'OU SOUSHOU

MH

DAMAGE: 19, 20



MHHM



KO'EN TESHIN UTANCHU



DAMAGE: 15, 10, 12, 20 ●

SOUKO REPPA COMBO 2



MH



DAMAGE: 22, 22 ●



DAICHI TOUCHU



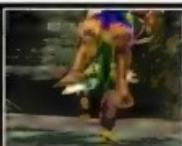
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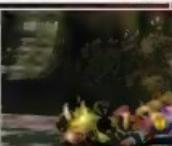
DAMAGE: 30, 24, 7, 4 ●



FRONT



ESCAPE: ⚡



DAMAGE: 60 ●

SOUKO REPPA COMBO 1



MLLL



DAMAGE: 30, 12, 8, 5, 3 ●



TOUKU KOSHENKYAKU COMBO 1



MHHHL



DAMAGE: 20, 8, 8, 7, 9 ●

COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Chusui	↓↓	10	h
Renshou	↓↓↓	10, 10	hh
Raigekishou	↓↓↓↓	10, 10, 12	hhh
Renken Tenshin Soukyaku	↓↓↓↓↓	10, 10, 12, 40	hhhh
Renken Tenshin Soukyaku	↓↓↓↓↓↓	10, 10, 12, 30	hhhh
Renken Hitenkyaku	↓↓↓↓↓↓↓	10, 10, 12, 20	hhhm
Souken Senpatsu	↓↓↓↓	10, 10, 20	hhh
Hansen Renshou	↓↓↓↓	10, 20	hm
Tenshu Soukoshou	↓↓↓↓↓	10, 20, 22	hmm
Renkentai	↓↓	10, 20	hh
Renken Sonpago	↓↓	30	h
Renshou Ensenshu	↓↓	20	i
Souchken	↓↓	9	i
Chugeki	↓↑	19	m
Hou'ou Sosshou	↓↓↓↓	19, 20	mh
Ko'en Hekiken	↓↑	18	m
Sokusukhyaku	↓↓↓↓	18, 18	mm
Kosoushou	↓↓↓↓	24	h
Hi'en Tenshinshou	↓↓↓↓	22	m
Hi'en Renshou	↓↓↓↓↓	22, 14	mm
Hi'en Soukyaku	↓↓↓↓↓↓	22, 12	ml
Hi'en Senpukyaku	↓↓↓↓↓↓	22, 22	mm
Shokshou	↓↓	15	m
Renshou	↓↓	15, 10	mh
Renkorshou	↓↓↓↓	15, 10, 12	mh
Renshou Tenshinkyaku	↓↓↓↓↓	15, 10, 12, 40	mh
Renshou Hitenkyaku	↓↓↓↓↓↓	15, 10, 12, 20	mh
Renshou Tenshin Soukyaku	↓↓↓↓↓↓↓	15, 10, 12, 30	mh
Renshou Senpatsu	↓↓↓↓↓	15, 10, 20	mh
Shajoushou	↓↓↓	20	h
Shajou Chusui	↓↓↓↓	20, 12	hh
Renken Ko'enshou	↓↓↓↓↓	20, 18	hm
Junho Chushou	↓↓↓↓	22	m
Junho Renshou	↓↓↓↓	22, 12	mh
Katsumentai	↓↓	25	h
Renshu Senpu	↓↓	25, 16	hh
Taiou Risankyaku	↓↓ (while rising from crouch)	25	m
Sensaitai	↓↓	15	i
Tenshu Risankyaku	↓↓↓	15, 19	h
Kensen Saitai	↓↓↓	15, 10	ii
Renshu Soukyaku	↓↓↓	15, 12	ii
Chisoutai	↓↓↓	25	i
Senchutai	↓↓↓	21	m
Senkyaku Chushou	↓↓↓	21, 16	mh
Senkyaku Renkan Koshou	↓↓↓↓	21, 16, 15	mh
Kokyoku Hiten	↓↓	30	m
Touku Kosenkyaku	↓↓	20	m
Enshishou	↓↓	20	m
Honshin Hekiken	↓↓	21	m
Tenshin Senchukai	↓↓	25	m
Sakasoushou	↓↓	22	m
Ko'en Tenshin Utanchu	↓↓↓	22, 22	mh
Souko Rappa	↓↓↓	30	m
Senpugo	↓↓	29-25	h
Ensenshu	↓↓	30-20	i
Koryu Tenshinkyaku	↓↓	35-30	h
Enjin Senpukyaku	↓↓	30	h



50 Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Kakokyaku	↓↘↑ (during attack)	32	m
Kousokubii Ko'enshou	↓↘↑ (while rising)	21	m
Touku Shashou	↓↘↑ (while jumping)	15	m
Touku Chukren	↓↘↑ (while jumping)	25	m
Rekko Kosenkyu	↓↘↑ (while rising)	20	m
Touku Chukyaku	↓↘↑ (before landing)	20	m
Tenshin Soutai	↓↘↑ (before landing)	20	l
Toushugeki	↓↘↑ (opponent down)	13	—
Kosou Reishu	↓↘↑ (opponent down)	25	—
Haichukan	↓↘↑ (opponent behind)	12	h
Haichitai	↓↘↑ (opponent behind)	30	h
Haigo Shokashou	↓↘↑ (opponent behind)	20	m
Zaka Sentai	↓↘↑ (opponent behind)	22	l
Kokyaku Hairen	↓↘↑ (opponent behind)	20	m
Touku Haishou	↓↘↑ (opponent behind)	30	m
Heikika Haishu	↓↘↑ (wall in front)	—	—
Heikika Hairen	↓↘↑ (wall in front)	—	—



Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Kenshu Toureku	↓	front	30	—
Raishin Nyurin	↓↓	front	50	—
Raishin Nyurin	↓↓	front	60	—
Ryusho Sentei	↓↓↓	front	45	—
Ryusho Sentei	↓↓↓	front	60	—
Tenshin Ha'inshou	↓↓↓↓	front	50	—
Daichi Toushu	↓↓↓	front	60	—
Ryusho Katou	↓↓↓↓	front	10	—
Tenshin Souhache	↓↓	side	40	—
Moushi Hairen	↓↓	behind	50	—

Back to wall
Back to wall

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Hi'en Tenshinshou	↓↓↓↓	22	m
Combo 1	= ↓↓↓↓↓↓	12, 7, 4	III
Combo 2	= ↓↓↓↓↓↓	12, 13	II
Souku Reppa	↓↓	30	m
Combo 1	=↓↓↓↓↓↓↓↓	12, 8, 5, 3	III
Combo 2	=↓↓↓↓↓↓↓↓	24, 7, 4	III
Combo 3	=↓↓↓↓↓↓↓↓	11, 12	ml
Touku Kosenkyu	↓↓	20	m
Combo 1	=↓↓↓↓↓↓↓↓	8, 8, 7, 9	hhhd
Combo 2	= ↓↓↓↓↓↓	22, 12	ml



FIGHTING AGAINST LAU CHAN

- Get ready to reverse his punch and kick combos. They're a strong weapon for him and he's sure to use them a lot during the fight. If you don't have a reversal, use the guard button.
- Keep an eye out for predictable patterns and then use them to your advantage.
- Lau has no reversals and no parries, so barrage him with punches and kicks without fear that they will be turned against you.
- Knock Lau out of his offensive element. If you can disrupt his attack or block until you have an opening, you'll be in great shape to do some damage of your own.
- Lau can strike from a fair distance with powerful kick and punch moves that close the distance. Don't let your guard down just because he appears out of range.
- Guarding low is a good position in which to bide your time when Lau is on the offensive. As you guard against low attacks, his high punches will miss you.



Lau Chan

Lei Fei

At times in Chinese history, martial arts styles have emerged that wield power enough to threaten the ruling dynasty. The emperors, fearing the danger of these arts, have used their military might to ban and suppress certain styles. For those arts too powerful for even the military to subdue, it fell to a group of martial arts experts to eliminate the forbidden style and its practitioners. Even now, long after the last emperor, the group stands vigilant. Lei Fei, a young monk with outstanding abilities, was charged with the elimination of Koen-Ken, a forbidden style resurrected by Lau Chan. However, as Lei Fei prepares for the tournament, his thoughts are not to destroy Koen-Ken, but to make its legendary power his own.

STRATEGY

A new contender has emerged in *Virtua Fighter 4*, ready to prove his power. Don't let his conservative Shaolin monk appearance fool you; Lei Fei can quickly unleash lethal damage on those who don't take him seriously. Lei's main strength is his ability to keep his opponent wondering what's coming next. His four eccentric stances make this possible. The Hai Shiki, Dokuritsu Shiki, Nehan Shiki, and Koko Shiki stances enhance Lei's unpredictability, keeping his adversary guessing. Though Lei may not be the lastest or the most powerful character, a barrage of his formidable attacks can decimate his foe's health meter instantly. In addition to changing his stances, Lei can alternate his attack style, switching between an aggressive attack and a defensive one. Mixing these two tactics helps keep your opponents on their toes, not knowing what to expect.

Another strength is his ability to both create and close space. Use the Toushou (→←↑↓) when you want a cushion between you and your opponent. It is a quick, thrusting attack; even if it's blocked it pushes your foe back a step, giving you time to begin your next move, such as the Toushin Sen'enyaku (↑↑←↑↓), Senshippo (↑), from the Hai Shiki stance), or Tenshin Soutai (↑↑←↑↓). Those moves quickly close the gap again, and they are especially useful when an opponent wants to avoid close quarters. Now that you've shortened the distance, unleash some of Lei's juggle starters.



Home Arena: Temple

Gold and white
Shaolin monk outfitGreen and
yellow outfit

The Toushou (→←↑↓) pushes back your opponent. Try to pull one off at the beginning of the match to catch your opponent off guard.



COUNTRY: CHINA

JOB: MONK

HEIGHT: 5 FT. 9 IN.

B/W/H: 39/33/33

SEX: MALE

HOBBY: PRAYER

WEIGHT: 139 LBS.

FIGHTING STYLE: SHAOLIN-KEN



Use the Shatenshou (↓←↑→) to juggle your opponent into the air. Immediately follow with the dived Kongou Renshinkoudou (↓→↓→) to finish the combo with spectacular results.

Lei's two main juggle starters are the Shatenshou (↓←↑→) and Souhikyaku (↑→). The Souhikyaku can also follow most of Lei's punch and kick combos. It's a quick move that takes the enemy by surprise. Did we mention that it also avoids sweep kicks? Follow these juggle starters with a combo such as Kongou Renishinkoudou (↓→↓→), a three-hit punch combo also useful when counterattacking.

If your enemy is gaining ground, use Dokuritsu Senshou (↓→) to reverse any low, medium, or high punch, as well as sweeps. Another useful move for getting out of trouble is the Souhikyaku (↑→), which can quickly enter the Dukuritsu Shiki stance, such as Shouhi Renkyaku (↓→↓→), Sokutankkyaku (↓→), or Toukyaku (↓→↓→). Don't forget to use the Toushou (→↓→) to establish distance when things get a little crazy.



Besides being a good juggler, the Souhikyaku (↑→) can catch many opponents off guard.



Because Lei can enter different stances from more than one move, you might find yourself in a stance unintentionally. This is Lei's main weakness, because when you think you're stringing your combos, you find yourself getting pummeled instead. To play Lei effectively, learn what moves go into which stance and, as always, practice. This makes switching from stance to stance second nature. Once this occurs, no one can stand in your way in your conquest to become champion.

STRENGTHS

Lei's four stances keep your enemies on their toes.

With a wide array of juggles, Lei can follow with quick combos to bombard his foe.

Lei's Dokuritsu Senshou is a deadly reversal that parries any level punch.

WEAKNESSES

Lei's strength is also a weakness. Having so many moves can make him a complicated character to master.

Lei takes a while to recover if his moves do not connect.

Lei's attacks aren't that powerful.

MOVES

SENSHIPPON FROM HAI SHIKI (↑↓→)



M

DAMAGE: 30

SOUSHOUHI KOUSOUTAI



HHL

DAMAGE: 15, 15, 20

TOUSHIN SEN'ENKYAKU

KASOU RENSEN HOUSUI
FROM KOKO SHIKI (◆◆)

LLLH

DAMAGE: 20, 20, 8, 15 ●



LHHM

DAMAGE: 20, 10, 10, 20 ●



NIKKYAKU FROM DOKURITSU SHIKI (◆◆)



MM

DAMAGE: 19, 15 ●

SOUHIKYAKU COMBO 1



FRONT

ESCAPE: ◆◆

DAMAGE: 55 ●



MHMMI

DAMAGE: 16, 8, 12, 12, 5 ●

SHATENSHOU COMBO 1



MMHHHM

DAMAGE: 12, 18, 9, 9, 9, 5 ●

SHATENSHOU COMBO 2



MMHHL

DAMAGE: 12, 18, 12, 12, 12 ●



COMPLETE MOVES LIST



Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Chigeki	↓	12	h
Renken	↓↓	12, 12	hh
Renken Touhou	↓↓↓	12, 12, 15	hhh
Fukusoushou	↓↓↑	9	l
Shousou	↓↓↓	15	m
Rengeki Shousou	↓↓↓↓	15, 8	mm
Rengeki Sosshou	↓↓↓↓↓	15, 8, 10	mmm
Rengeki Sosshou Touchu	↓↓↓↓↓↓	15, 8, 10, 20	mmmm
Toutoushou	↓↓↓↓	20	m
Toushou	↓↓↓↓↓	25	m
Toshin Kengeki	↓↓↓	23	m
Rakengeki	↓↓↓↓	23, 23	mm
Sosyukgeki	↓↓↓↓	20	m
Uryu Bando	↓↓↓↓↓	10, 10	mm
Shatenshou	↓↓↓↓↓	12	m
Shaten Renshou	↓↓↓↓↓↓	12, 18	mm
Hoisenkyaku	↓↓	20	h
Fujinkyaku	↓↓	18	l
Rigoutai	↓↓	30	h
Toukyaku	↓↓	30	m
Shozan Tenshō Hoikyoku	↓↓	29	h
Tenshin Risenkyoku	↓↓↓↓	29, 29	hh
Tenshin Sotai	↓↓↓↓↓	29, 29	hh
Tenshin Senpatai	↓↓↓↓↓	29, 30	hh
Bonkyaku	↓↓	20	m
Kinkel Dokuritsu	↑	20	m
Kongou Heikken	↓↓	20, 15	mh
Kongou Renshinhoudo	↓↓↓	20, 15, 12	mhh
Soushou	↓↓↓	20	m
Haishi Chigeki	↓↓↓	20, 20	mm
Kochouhiki	↓↓↓	25	m
Kakushu Suigeki	↓↓↓	16	m
Kakushu Suirengeki	↓↓↓	16, 16	mm
Zabon Heikishou	↓↓↓	15	l
Kyubo Soufukan	↓↓↓	22	h
Souswigeki	↓↓↓	15	m
Katoken	↓↓ or ↓↓↓	16	m
Haisetsukou	↓↓↓ or ↓↓↓↓	16, 20	mm
Nikubunkyaku	↓↓	20	m
Sokutankyou	↓↓	20	h
Zensentai	↓↓	20	l
Hansenpu	↓↓	30	h
Senpukyaku	↓↓↓	30	m
Shouhikyaku	↓↓↓	15	h
Shoudi Renkyoku	↓↓↓	15, 15	hh
Soushouhi Kousoutai	↓↓↓↓↓	15, 15, 20	hh
Touku Tenshinkyaku	↓↓↓	30	m
Chisen Choukyoku	↓↓↓	21	m
Chisen Choukyoku 2	↓↓↓	21, 16	mm
Fukushin Sosyukyu	↓↓↓	20	l
Toushiteitai	↓↓↓↓↓	20, 20	h
Toushin Choukyukyoku	↓↓↓↓↓	20, 20, 20	hh
Toushin San'onykyaku	↓↓↓↓↓↓	20, 20, 8, 15	hhh
Sohikyaku	↓↓	20	m
Kousoku Toukyoku	↓↓	20	m
Teishitsu Sakushou	↓↓	20, 15	mm
Choushousui	↓↓ (while rising)	25	m
Choudansui	↓↓ (while jumping)	25	m
Choutotsusu	↓↓ (while jumping)	25	m

Can be blocked high

Go to Hoi Shou stance

Go to Hoi Shou stance

Hold → go to Dokurinto Shou stance

Go to Koko Shou stance

Hold → Koko Shou stance

Go to Dokurinto Shou stance

Go to Dokurinto Shou stance

During evade, press in direction

During evade

rei Rei

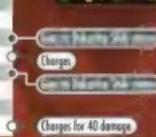
Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Chukototsu	← (before landing)	20	m
Toushingeki	↑← (opponent down)	13	—
Rakugeki Houda	↑→ (opponent down)	25	—
Haikengeki	→ (back to opponent)	12	h
Shinjukageki	↓→ (back to opponent)	12	h
Koushitai	↓↑ (back to opponent)	25	m
Zessenshu	↓↓ (back to opponent)	22	i
Koushi Shoutai	↓ (back to opponent)	25	m
Heikoku Hoishi	↓↓ (wall in front)	30	m
Heikoku Hatten	↓↓ (wall in front)	—	—



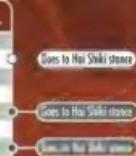
Moves from Hai Shiki Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Hai Shiki	←↑↓→	—	—
Housui	↓↑	10	h
Housui Rengeki	↓↑↓↑	10, 15	hm
Housui Shouheki	↓↑↓↑	10, 27	hm
Koudoutai	↓↓	21	m
Hai Shiki Zensoulai	←↓→	18	l
Senpukyoku	↓↓	30	h
Senshippo	↓↓	20	m



Moves from Dokuritsu Shiki Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Dokuritsu Shiki	↓←	-	-
Senshin Touhou	↑↑	23	m
Juji Teekyaku	↑↑	19	m
Nikikyaku	↓↓	19, 15	mm
Fukushinrei	↓↓	15	i
Shimpo Bunkyaku	↓↑	28	m
Sokuskin Kessotsu/Sokuskin Zensetsu	↓↓ or ↓↑	20	i



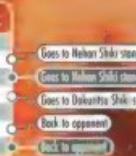
Moves from Nehan Shiki Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Nehan Shiki	↓↓	—	—
Tenshin Housui	↑↑	10, 10	mh
Sokushukyaku	↓↓↑↑	10, 10, 25	mhkh
Hi'en Senpakyaku	↓↑	30	h
Zensoujoi	↓↓↓↓	23	l
Honsho Teiken	↑↑	10, 10	hm
Renkon Hooshin Joesui	↓↓↑↑	10, 10, 15	hmm
Renkan Hooshin Mahesui	↓↓↓↓	10, 10, 15, 20	hmmm
Toutenshou	↑↑	20	m
Fukushin Seukyaku	↓↑	20	l



Moves from Koko Shiki Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Renkan Sessui	+	20	m
Koushutai	+	25	m
Huishin Kasoushou	++	20	i
Kasou Rensengeki	+++	20, 10, 10	hh
Kasou Rensen Hourei	++++	20, 10, 10, 20	hhm
Taushou	+	25	m
Zensouitai	+	15	i



Reversals

REVERSAL NAME	COMMAND	DAMAGE	REVERSE
Dokuritu Sesshou	△+□	35	High, mid, and low power



FIGHTING AGAINST LEI FEI



- Lei Fei's transitions from each stance are slow, so find the right time to counterattack.
- Pay attention to when Lei is in the Dokuritsu Shiki stance. From that stance, he can reverse any level punch and elbow. Punish him with a kick combo.
- Since his attacks are slow, constantly barrage him so that he can't go into his stances.

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Raishin Senbu	↓↓↓↓	front	45	↓↓
Haisen Tokai	↓↓↓↓↓↓	front	28	↓↓
Kyusen Shouheki	↓↓↓↓↓↓	front	45	↓↓
Hakkyaku Soutou	↓↓↓↓↓↓	front	55	↓↓
Bokutoi Nentou/Ryou'in Senshu	↓↓	left side	40	—
Ryou'in Senshu	↓↓	right side	50	—
Toushin Soukasei	↓↓	back	40	—

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Shutenshou	↓↓↓↓↓↓	12, 18	mm
Combo 1	↓↓↓↓↓↓↓↓	9, 9, 9, 5	hmm
Combo 2	↓↓↓↓↓↓	12, 12, 12	hh
Combo 3	↓↓↓↓↓↓	16, 7	mh
Soukyaku	↓↓↓	20	m
Combo 1	↓↓↓↓↓↓	6, 9, 7	hmm
Combo 2	↓↓↓↓↓↓	10, 9	h
Combo 3	↓↓↓↓	4, 16	lh



Lion Rafale

After two defeats at previous tournaments, Lion returned home doubting his abilities. Lion's father, proud of his son despite his losses, encouraged him to return to training. A few months later, the invitation for the Fourth World Fighting Tournament arrived. With renewed confidence, Lion left home, claiming, "I am the only one who will win the championship!"

STRATEGY

Lion Rafale brings his quick, jabbing attacks back to the ring. His speed is his biggest strength and makes him well suited for offense. He can throw a barrage of pokes and jabs to pick away at an enemy's health and even disrupt an opponent's attack. His many low attacks, combined with his speed, make Lion all the more formidable.

Unfortunately, he's not all that powerful, so he needs to use a lot of attacks to win matches. But don't worry too much about Lion's lack of strength. With his arsenal of moves he can confuse, disrupt, and defeat any opponent. Lion is a very quick fighter; take advantage of this and press the attack. Don't give your opponent the chance to strike back. By keeping up your offense you can worry less about your defense. Use low, quick jabs such as Katousui (↓→) to disrupt anything your opponent might have planned against you.

Take full advantage of Lion's low attacks. He has plenty of punches and kicks to harass even the best player.



Home Arena: Castle



Blue shirt with
grey pants



Red jacket, blue pants,
and tall boots



When Senkyutai (→↓→) connects, it leaves your opponent lying helpless on the ground.



Kousonchi (←→) is a long range, low-firing attack that is great for keeping your opponent on the ground. Just don't stand too close to your opponent because the move takes time to pull off.



COUNTRY: FRANCE

JOB: COLLEGE STUDENT

HEIGHT: 5 FT. 7 IN.

B/I/U/H: 35/33/35

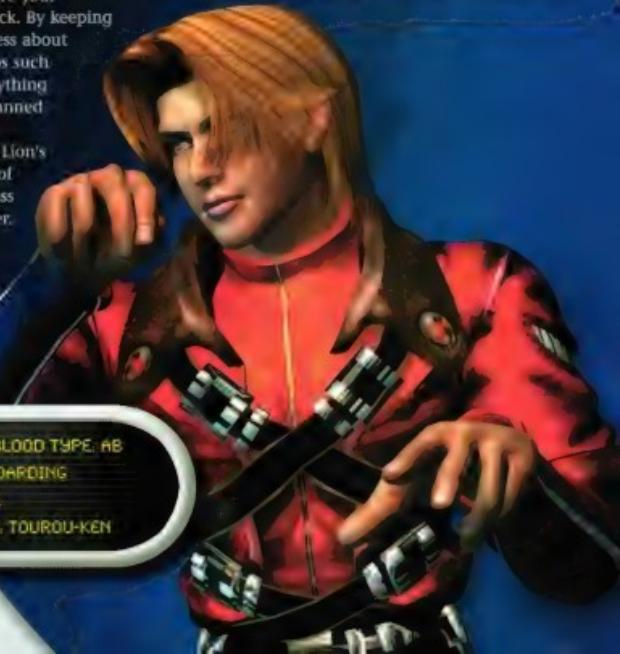
SEX: MALE

BLOOD TYPE: AB

HOBBY: SKATEBOARDING

WEIGHT: 139 LBS.

FIGHTING STYLE: TOUROU-KEN



The low punch Touho Soushu (↓↘) and low kick Senkyutai (↓↙) are two useful moves. Another great thing about Lion is that a lot of his low attacks leave an enemy on the ground, so be ready to continue the battle there.

The low moves are also very useful within combos. Lion doesn't have many power moves other than his throws, so rely on combos to do maximum damage. Between combos, work your opponent with jabs and pokes to whittle away any remaining health.

Don't forget about Lion's other attacks either. Mix up your moves. Hairen Koushu (↑↑) hits at a mid level and has multiple follow-up moves. Use the Tousentalai (→→) and go from attacking low to high; this throws off enemy blocks. Put in a throw whenever you get in close to further punish your opponent.

Lion has the ability and speed to punish any fighter. Move in quick with a lot of punches and low kicks, mixing in a few throws and combos when the time is right. With a constant and accurate offense, Lion is sure to win the tournament.



Use Hairen Koushu (↑↑) to start some of your attacks. Add punches and kicks to do even more damage.

STRENGTHS

Take advantage of Lion's quick speed. His fast jabs and pokes do good damage and disrupt an enemy's attack.

Lion likes to stay close to the ground. With his low stance he can throw out a lot of low kicks and punches that punish your opponents and can even knock them to the ground.

Combine attacks for added damage. With Lion's quick speed, it's easy to string kicks and punches together.

WEAKNESSES

Even though Lion has good speed, he doesn't have great power. You have to keep pecking away at an opponent's health to win the match.

Lion doesn't have any reversals. Your opponents will try to take full advantage of that fact. Don't give them the opportunity—keep up your own attack.

MOVES

JUCHOU SENSHOU



M



DAMAGE: 20 ●

ZENSOUTAI



LL



DAMAGE: 12, 20 ●

TAIZAN SOUKOUSHU



H
(CHARGES FOR M)



DAMAGE: 25 ●
(CHARGES FOR 38)

TENSHIN RYOU'INKYAKU



M



DAMAGE: 24 ●

SHINPO TOUROU SOUSHU

L

DAMAGE: 15 ●

TOUSENTAI

LH

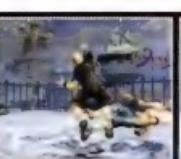
DAMAGE: 12, 30 ●

SHICHISEI CHOUHI HOZEN

FRONT

ESCAPE: ●

DAMAGE: 45 ●

SOUJI SENPU COMBO 2

MMLL

DAMAGE: 24, 10, 6, 8 ●

TAIZAN SOUKOUSHU COMBO 2

HHHL

DAMAGE: 25, 25, 16, 9, 6 ●

KOUSHUTAI COMBO 1

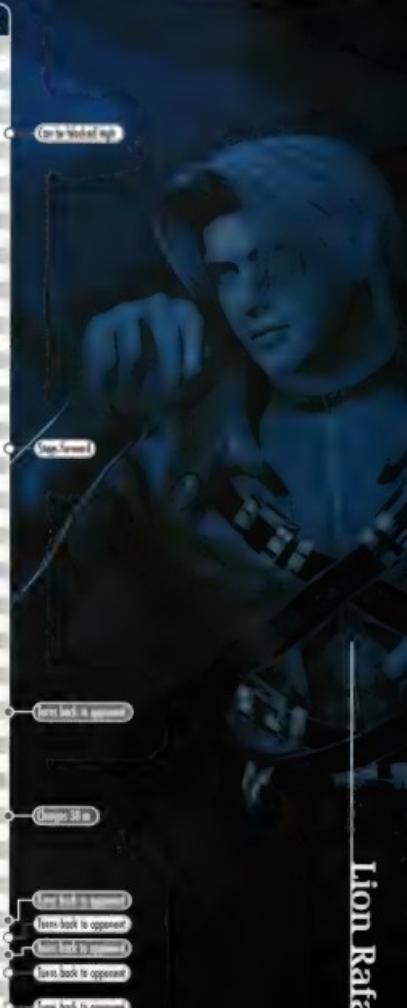
HHHH

DAMAGE: 25, 11, 20, 12 ●

COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Tousai	↓↓	10	h
Koushu Rensai	↓↓↓	10, 10	hh
Renkon Senshou	↓↓↓↓	10, 10, 12	hhh
Rensui Senshou	↓↓↓↓↓	10, 10, 20	hhh
Rensuitai	↓↓↓	10, 20	hh
Katousai	↓↓	8	l
Ryusei Koushukyoku	↓↓↓↓↓	20	m
Ryusei Koushu Rengeki	↓↓↓↓↓↓	20, 18	mm
Banchu	↓↓↓	14	m
Banchu Renkonshu	↓↓↓↓	14, 18	mm
Shippo Shousenshu	↓↓↓↓↓	22	m
Senshippo	↓↓↓↓	30	m
Haiten Koushu	↓↓↓	16	m
Rensen Haikoushu	↓↓↓↓	16, 16	mm
Tenshin Tousou Renkyoku	↓↓↓↓↓	16, 16, 25	mmm
Shinpo Tousou Soshu	↓↓↓↓↓↓	15	l
Sei'Inshou	↓↓↓	14	m
Rakugekishou	↓↓↓↓	14, 20	mm
Soukoushi	↓↓↓↓↓	7	l
Rensou Koushu	↓↓↓↓↓↓	7, 10	ll
Tougekisai	↓↓↓↓	12	l
Tougeki Rensai	↓↓↓↓↓	8, 12	ll
Senshishitai	↓↓	25	h
Senshishitai	↓↓	25	h
Renshishitai	↓↓	25, 16	hh
Aitsutai	↓↓	12	l
Zenshishitai	↓↓↓ (during evade)	12, 20	ll
Tousentai	↓↓↓↓	12, 30	lh
Koushu Teishitsu	↓↓↓	20	m
Fujinkyaku	↓↓↓	10	m
Fujin Renfankyoku	↓↓↓↓	10, 25	mm
Senputai	↓↓	25	m
Ketoutai	↓↓↓	25, 24	mh
Dantai	↓↓	24	m
Senkyotai	↓↓	7, 20	ll
Senten Kukyoku	↓↓	20	m
Souji Senpu	↓↓	24	m
Touho Soshu	↓↓	15	l
Tenshin Touho Soshu	↓↓	15	m
Tenshin Touho Soshu	↓↓	15	m
Tenshin Touho Soshyaku	↓↓↓	15, 15	mm
Ukoushia	↓↓↓	10	h
Ryusei Renkoushu	↓↓↓↓↓	10, 14	hm
Rensansai Banchu	↓↓↓↓↓↓	10, 14, 14	hmm
Taizan Soukoushu	↓↓↓	25	h
Juchou Senshou	↓↓↓	20	m
Sokuhou Haisoushu	↓↓↓	20	l
Shaho Shasousai	↓↓↓	20	l
Kousousai	↓↓↓	24	l
Tenshin Ryuu'inkyaku	↓↓↓	24	m
Senpu Rukukyoku	↓↓↓↓	35	m
Senpu Haisoushu	↓↓↓↓↓	35, 12	mm
Senpu Haisoushu	↓↓↓↓↓↓	35, 12	mm
Senpu Shoukyoku	↓↓↓↓↓↓	35, 22	ml
Shicchi Soutai	↓↓↓	24	l
Zensou Tenshinkyoku	↓↓↓	20	l



Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Maboushu	↓ (during evade)	30	h
Shazendo	↓ or ↓+→	—	—
Shokusho	↓+→	—	—
Touku Higekishou	↓+→ (while rising)	25	m
Rokujo Tousui	↓+→ (while jumping)	25	m
Touku Gekishou	↓+→ (while rising)	25	m
Touku Shoukyaku	↓+→ (while jumping)	22	m
Chisou Shoukyaku	↓+→ (before landing)	20	l
Touku Shoukyaku	↓+→	22	m
Rakusensho	↓+→ (opponent down)	12	—
Hiten Rakstal	↓+→ (opponent down)	25	—
Senshou Haiten	↓+→+↑	14	h
Koushutai	↓+→+↑	25	h
Kasentei Haiten	↓+→+↑	24	h
Hishin Senshou	↓+→	14	h
Hikren Senshou	↓ (back to opponent)	12, 12	hh
Holbo Soushu	↓ (back to opponent)	24	l
Kousenkkyaku	↓ (back to opponent)	30	h
Kaitokyaku	↓+→ (back to opponent)	20	l
Suishou Kouskyaku	↓+→ (back to opponent)	30	m
Hekikoi Honkyaku	↓+→	—	—

Turns back to opponent

Turns back to opponent

Turns back to opponent

Turns back to opponent

Facing wall, back to opponent

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Hotoshu Shutai	↓	front	40	↓+→
Shichisei Tenbukachu	↓+→	front	50	↓+→
Haika Senten	↓+→	front	—	↓+→
Shichisei Choubi Hozen	↓+→	front	45	↓+→
Shichisei Choubi Hozen	↓+→	front	60	↓+→
Tozan Honshukyaku	↓+→+↑	front	35	↓+→
Saishu Houkou	↓+→+↑	front	50	↓+→
Hiten Soukyaku	↓+→+↑ (back to enemy)	front	50	↓+→
Bokujo	↓+→+↑	front	—	—
Yokushin	↓+→+↑+→	front	—	—
Yokushin	↓+→+↑+→	front	—	—
Rakushu Soushu	↓+→+↑+→	front	55	—
Rakushu Dantai	↓+→+↑+→	front	55	—
Tenshin Soukoushu	↓+→+↑+→+↑	front	60	↓+→
Honshin Teishitsu	↓+→	side	40	—
Renkoushu Haisu	↓+→	behind	50	—

Opponent's back to wall

Front & Down

away from screen

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Souji Senpu	↓	24	m
Combo 1	=↓+→+↑+→	5, 20	mm
Combo 2	=↓+→+↑+→+↑	10, 6, 8	mdl
Tairan Soukoushu	↓+→	25	h
Combo 1	=↓+→+↑+→	10, 20	mm
Combo 2	=↓+→+↑+→+↑	25, 16, 9, 6	mdl
Combo 3	=↓+→+↑+→+↑+↑	25, 11, 16	mdl
Koushutai	↓+→+↑+→	25	h
Combo 1	=↓+→+↑+→	11, 20, 12	hhb
Combo 2	=↓+→+↑+→	24, 6, 8	hl

Turns back to opponent



FIGHTING AGAINST LION RAFALE

- Watch out for low attacks. Lion is sure to try to use them against you. Block when you can, but don't forget about his medium and high attacks as well.
- Deal with his speed. Lion is a very fast opponent. He can throw a ton of punches and kicks in a hurry. Block them or try to disrupt his attack.
- Don't let Lion control the match. He'll press the attack and try to wear down his opponents. Wait for a break in the fight, then do some damage of your own.
- Lion doesn't have any reversals. That leaves one less thing to worry about as you let your fists and feet fly.



Pai Chan

Pai Chan left the Third World Fighting Tournament after her father, Lau, defeated her. Upon returning home, Pai realized that despite her loss, her fighting skills closely matched those of her father. While training to improve her Hisou-Ken, Pai learned that Lau had contracted an incurable disease and yet still planned to compete in the fourth tournament. Determined to prove herself a worthy successor to her father's legacy, Pai plans to enter the tournament to defeat him.



Home Arouse: Aquarium



Blue sais



Pink and red outfit

STRATEGY

Speed, elegance, and a strong desire to defeat her father make Pai a more than worthy competitor in the World Fighting Tournament. Blessed with speed and simple move combinations, this beauty overwhelms her opponents with unorthodox move combinations like the Souka Senpukyaku (↓→↑), which starts low and finishes high. Her only weakness lies in her lack of power. She does not put out large amounts of damage in single hits, instead wearing her opponent down with quick punch and kick combos. To balance her less-than-mighty offense, Pai is a skilled counterpuncher with a generous array of reversals, making her a strong defensive character. Combined, these skills give Pai Chan all it takes to fulfill her dreams and walk away as the champion of the World Fighting Tournament.

Remember that

Pai is not an offensive powerhouse. Her short, quick combos mixed with good defensive techniques get her through matches. The Raigekishou (↓→↓) is Pai's most useful attack. Alter it by adding different kicks to the end of the combo. For example, the Renkan Tenshin

Soukyaku (↓→↑↓) adds a low kick after the combo to sweep an opponent to the ground if the punches are blocked. Though these simple combos can be predictable, the speed with which Pai executes them puts her opponent on the defensive.



Souka Senpukyaku (↓→↑) starts low, often catching your opponents off guard and leaving them on the floor.



COUNTRY: CHINA	SEX: FEMALE	BLOOD TYPE: O
JOB: ACTION STAR		
HEIGHT: 5 FT. 5 IN.	HOBBY: DANCING	
B/M/H: 33/21/35	WEIGHT: 108 LBS.	FIGHTING STYLE: ENSEI-KEN



Renken Hohenkyaku (連蹴空手裏剣) is one of the many useful moves that stem from Raigekishou (雷轟手).

Pai has many tricks up her sleeve when she is not on the offensive charge. Trigger the Taifou Risenkyaku (太風昇天裏剣蹴) on a moment's notice, surprising opponents and leaving them on their backs. The Souka Renshishou (素華連撃) and the Rensen Soukyaku (連戦空手裏剣) can surprise even a blocking opponent, sending him or her airborne and allowing a low kick combo to break the fall. Other moves, like the Rensem Soukyaku (連空手裏剣) and Ensenshu (恩讐) disrupt an opponent's offense, setting Pai up for another attack.

A good offense wins matches, but a good defense wins tournaments. Because Pai's defense is not the strongest, rely on her defensive abilities. Developing a good counter game is important to breaking down an attack and stopping your opponent before he or she beats you into submission. Senchutai (真手), Koashutai (空手), and Raigekishou (雷轟手) are fast counters that quickly turn defense into offense. For lower level counters use Souchutai (手手) or the Hoshin Soukyaku (星空手裏剣). Pai also comes skilled in the art of reversals, so take the time to learn them. The Shitsuten Soukai (四天翻) move reversals, like many of Pai's reversals, dishes out a lot of damage and gives her the edge in a close match. Knowing Pai's reversals is the difference between being a seasoned Pai player and a button-mashing rookie.

With a good mix of offense and defense, Pai can work her way through any opponent. However, to play her well a player must balance the two with great precision. When you are winning, stay on the offensive and remain aggressive. If the tables turn and you fall behind, use more caution and rely on your defense to bring you back. Beginner or advanced, Pai can turn any player into a *Virtua Fighter* champion.



Shitsuten Soukai (四天翻) (three reversals) is just one of the many reversals in Pai's arsenal. Learn the reversals and no opponent can stand in your way.

STRENGTHS

Pai's incredible speed allows her to disrupt incoming attacks or dispatch quick combos.

Numerous reversals make Pai a strong defensive character.

The speed of Pai's combos allows her to stay on the offensive and in the winner's circle.

WEAKNESSES

Pai lacks power and hard-hitting moves. To win matches, she must chip away health with short quick combos and good defense.

Though her combos are quick, they are short, making it hard to link them together for juggles.

Pai often finds herself defenseless owing to blocked attacks. This leads to a wild ride through the air, compliments of an opponent's juggle.

MOVES

SOUKA RENSUISHOU



LHM

DAMAGE: 12, 8, 25

RESEN SOUKYAKU



LL

DAMAGE: 10, 20

COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Chukan	↓↓	10	h
Renshou	↑↓	10, 10	hh
Reigekishou	↑↓↑↓	10, 10, 12	hhh
Renkan Tenshinkyoku	↑↓↑↓↑↓	10, 10, 12, 38	hhhh
Renkan Tenshin Soukyaku	↑↓↑↓↑↓↑↓	10, 10, 12, 30	hhhh
Renkan Keitankyoku	↑↓↑↓↑↓↑↓↑↓	10, 10, 12, 30	hhhh
Renkan Haitenkkyoku	↑↓↑↓↑↓↑↓↑↓↑↓	10, 10, 12, 20	hhhh
Renkan Toukyaku	↑↓↑↓	10, 10, 10	hhm
Renkan Toukikyaku	↑↓↑↓↑↓	10, 10, 10, 25	hhmm
Renken Senpuga	↓↓	20	h
Renken Ensoshu	↓↓↓	20	i
Renkentai	↓↓↓↓	10, 20	ih
Souchukan	↓↓↓↓↓	9	i
Senchukan	↓↓↓↓↓↓	14	m
Joubi Soudoushou	↓↓↓↓↓↓↓	12	h
Ensei Soushou	↓↓↓↓↓↓↓↓	12, 20	hm
Ensei Kosoosha	↓↓↓↓↓↓↓↓↓	20	m
Enshi Soushou	↓↓↓↓↓↓↓↓↓↓	20	m
Hi'en Dantai	↓↓↓↓↓↓↓↓↓↓↓	20, 20	mh
Joubi Chushou	↓↓↓↓↓↓↓↓	20	m
Soukessai	↓↓↓↓↓↓↓↓↓	12	m
Souka Senpukyaku	↓↓↓↓↓↓↓↓↓↓	12, 25	lh
Souka Rensui	↓↓↓↓↓↓↓↓↓↓↓	12, 8	lh
Souka Rensuishou	↓↓↓↓↓↓↓↓↓↓↓↓	12, 8, 25	lhmm
Rensui Toukyaku	↓↓↓↓↓↓↓↓↓↓↓↓↓	12, 8, 10	lhmm
Rensui Toukikyoku	↓↓↓↓↓↓↓↓↓↓↓↓↓↓	12, 8, 10, 25	hhmm
Rikensui	↓↓↓↓↓↓↓↓↓↓	12	h
Koushutai	↓↓↓↓↓↓↓↓↓↓↓	20	h
Koushi Kasui	↓↓↓↓↓↓↓↓↓↓↓↓	20, 9	hi
Koushi Kasui Senpukyaku	↓↓↓↓↓↓↓↓↓↓↓↓↓	20, 9, 20	hib
Ko'en Senkyaku	↓↓↓↓↓↓↓↓↓↓↓↓↓	20, 16	hm
Taitou Risenkyaku	↓↓ (while rising from crouch)	25	m
Sensaitai	↓↓↓↓↓↓↓↓↓↓↓↓	10	i
Renkei Senta	↓↓↓↓↓↓↓↓↓↓↓↓↓	10, 19	lh
Rensan Soukyaku	↓↓↓↓↓↓↓↓↓↓↓↓↓	10, 20	li
Ensei Tookyaku	↓↓↓↓↓↓↓↓↓↓↓↓	21	m
Ensei Toukikyoku	↓↓↓↓↓↓↓↓↓↓↓↓↓	21, 15	mm
Honshin Choutankyoku	↓↓↓↓↓↓↓↓↓↓↓↓↓↓	20-40	h
Koutankyoku	↓↓↓↓↓↓↓↓↓↓↓↓	30	h
Ensei Haikyaku	↓↓↓↓↓↓↓↓↓↓↓↓↓	19	m
Sendoutai	↓↓↓↓↓↓↓↓↓↓↓↓	21	m
Haitenkkyoku	↓↓↓↓↓↓↓↓↓↓↓↓↓	30	m
Rensan Haitenkkyoku	↓↓↓↓↓↓↓↓↓↓↓↓↓↓	30, 24	mm
Hi'en Tonkyaku	↓↓↓↓↓↓↓↓↓↓↓↓	15	m
Hi'en Rekkkyaku	↓↓↓↓↓↓↓↓↓↓↓↓↓	15, 15	mm
Ensei Katai	↓↓ or ↓↓↓	—	—
Kasuishou	↓↓↓↓↓↓↓↓↓↓↓↓	30	m
Senpuga	↓↓↓	29	h
Ensoshu	↓↓↓↓	20	i
Endu Renkyaku	↓↓↓↓↓	20, 9	mm
Ensei Touku Haikyaku	↓↓↓↓↓↓	20, 20	mm
Enjin Senpukyaku	↓↓↓↓↓↓↓	25	h
Hi'en Yousha	↓↓↓↓↓↓↓↓	25	m
Honshin Soukyaku	↓↓↓↓↓↓↓↓↓	25	i
Enshi Haitenkkyoku	↓↓↓↓↓↓↓↓↓	30	m
Enshu Haiten Renkyaku	↓↓↓↓↓↓↓↓↓↓	30, 30	mm
Sokushin Senpuga	↓↓ (during evade)	25	m
Tooku Soushou	↓↓ (while rising)	25	m
Toudankensui	↓↓↓ (while jumping)	25	m
Hishitai	↓↓↓ (while rising)	18	m



Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Sokushutai	↓→ [while jumping]	20	m
Sokushutai	←→ [before landing]	20	m
Rai'in Shoude	↑↓→ [opponent down]	10	—
Enshu Raigeki	↑↓→ [opponent down]	25	—
Haihoussai	→ [back to opponent]	12	lr
Haichutai	← [back to opponent]	20	lr
Haiku Houssai	↑→ [back to opponent]	12	lr
Zaku Sento	↓→ [back to opponent]	20	l
Zenshu Koutenkyouku	↓→ [buffered, back to opponent]	30	m
Zenshu Koutenkyouku	↓→ [during Shun'en Katou Throw]	30	m
Hekika Haishu	↓→	30	m
Hekika Haiten	↓→	—	—

→ Go to Bakutoi Stance
Facing wall, back to opponent

Moves from Bakutoi Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Bakutai	↓→↓→	19	m
Bakutai Chaken	↓→	8	m
Bakutai Raigekishou	↓→↓→	8, 12	mh
Bakutai Renkan Tenshinkyaku	↓→↓→↓→	8, 12, 38	mhkh
Bakutai Renkan Tenshin Soukyaku	↓→↓→↓→	8, 12, 30	mhkl
Bakutai Renkan Koutenkyouku	↓→↓→↓→	8, 12, 30	mhkh
Bakutai Renkan Haisenkyouku	↓→↓→↓→	8, 12, 20	mhkm
Bakutai Zensoutai	↓→	23	l
Bakutai Zensou Taitoukyaku	↓→↓→	23, 10	lm
Bakutai Kinkai	↓→	20	m
Bakutai Kousoutai	↓→	23	l
Bakutai Kousou Soushougaki	↓→↓→	23, 35	lm



Moves from Meishouho Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Meishouho	↓→	—	—
Meishouho Ryusui Shouda	↓→	10, 10	mm
Meishouho Gokiryu Shouda	↓→↓→	10, 10, 5, 5	mmmm
Meishouho Gekiryuha	↓→↓→↓→	10, 10, 5, 5, 20	mmmmmm
Meishouho Zansoutai	↓→	23	l
Meishougei Eensemkyaku	↓→	20	m
Meishougei Enshi Renshou	↓→↓→	20, 12, 10	mmmm
Meishougei Enshi Renshou Soukyaku	↓→↓→↓→	20, 12, 10, 23	mmmm

→ Go to Bakutai stance

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Tenshin Soutou	↓→	front	40	↓→
Raishin Nyurin	↓→↓→	front	50	↓→↓→
Raishin Nyurin	↓→↓→ [back to wall]	front	60	↓→↓→
Hir'en Honko	↓→↓→	front	—	↓→↓→
Kuretsu Tenhou	↓→↓→↓→	front	60	↓→↓→↓→
Toushin Iasshou	↓→↓→↓→	front	50	↓→↓→↓→
Tenchi Touranku	↓→↓→↓→	front	55	↓→↓→↓→
Tenchi Touranku	↓→↓→↓→ [opponent's back to wall]	front	63	↓→↓→↓→
Sengu Enjin	↓→↓→	front	60	↓→↓→
Sell'en Katou	↓→↓→↓→	front	10	↓→↓→
Sengu Enka	↓→↓→↓→ or ↓→↓→↓→↓→	front	68	↓→↓→
Hoishin Choushou	↓→	side	40	—
Shun'en Katou	↓→	back	10	—
Emu Rinshou	↓→	front	—	—



FIGHTING AGAINST PAI CHAN



- Don't let Pai's speed intimidate you. Many of her quick combos leave her vulnerable. Block them and she is yours to pound on uncontested.
- Pai likes to disrupt attacks with quick hits and spinning attacks. Block at all times, then counter accordingly.
- Pai can reverse most high and mid attacks. Attack low to break her guard, then follow with a devastating combo.

Reversals

REVERSAL NAME	COMMAND	DAMAGE	REVERSES
Uesha Soushoushu	↓↓	10	High punch
Senpu Hokyaku/Senpu Soukyaku	↓↓↓↓	17	High kick
Ensen Hairyu	↑↓↓↓	30	High punch
Ensen Hairyu	↑↓↓↓	35	Mid punch
Rosen Anshou	↑↓↓↓	37	High kick
Rosen Anshou	↑↓↓↓	37	Mid kick
Uesha Soushoushu	↑↓↓↓	15	Mid punch
Mougyu Kenkaku/Ryessu Hekiken	↑↓↓↓	15	Mid kick
Sousui Sanmon/Rakuen Katou	↑↓↓↓	14	Elbow
Teishitsu Soukyaku/Soushitsu Touraku	↑↓↓↓	20	Knee
Hiten Hairyu	↑↓↓↓	39	Elbow
Kakyoku Senten	↑↓↓↓	35	Mid kick
Shitsuten Toukai	↑↓↓↓	40	Knee

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Rikensui	↓↓↓↓	12	h
Combo 1	↓↓↓↓↓↓	16, 16	mh
Combo 2	↓↓↓↓↓↓	8, 8, 12, 6	hhmm
Combo 3	↓↓↓↓↓↓	8, 8, 7, 15	hhhi
Sousha Reusishou	↓↓↓↓↓↓	12, 8, 25	hm
Combo 1	↓↓↓↓↓↓	16, 16	mh
Combo 2	↓↓↓↓↓↓	8, 8, 12, 6	hhmm
Combo 3	↓↓↓↓↓↓	8, 8, 7, 15	hhhi



Sarah Bryant

After regaining her memory and returning home to a normal life, Sarah still has lingering doubts. Although her brainwashing was incomplete, her desire to defeat Jacky was overwhelming. Was there some part of her, then, that also wanted to fight her brother? Before long, she receives a call from her brother informing her that he plans to enter the fourth tournament. Hoping to regain her former life completely, Sarah enters the tournament as well, determined to defeat her brother and put the past behind her.



Home Arena: Coliseum



Dark blue jumpsuit



Pink leotard and red pants

STRATEGY

Sarah Bryant returns to the tournament with her long legs and the speed to use them. She attacks with a barrage of punches and kicks, depleting an opponent's health or disrupting an oncoming assault. With her Flamingo stance, Sarah has a larger selection than ever of attacks to confuse and disable an opponent.

Her general lack of power makes her quickness important. The more attacks she can perform in the shortest period of time, the better. With quick combos like Sarah's, a lack of power moves won't be a problem.

Sarah's multiple kicks and punches get the job done. Any of her Flash Piston Punch ($\downarrow \downarrow \downarrow$) combos inflict damage and help to block attacks. Take full advantage of her long legs with such moves as Mirage Kick ($\uparrow \downarrow \bullet \downarrow$). For a long-range kick with good damage behind it, execute the Spin Edge Kick ($\downarrow \rightarrow$). This sends your opponent to the floor, awaiting more damage.

Not only are her punches and kicks a problem for her opponents, she has great knee attacks as well. Knee attacks work well for launching enemies into the air for combos. Her Double Joint Butt ($\downarrow \downarrow \bullet$) hits with an elbow, then a knee. To launch your toe, if your opponent keeps blocking your knee, use a throw after the elbow instead.

The Rising Knee Double ($\downarrow \downarrow \bullet \downarrow$) is a good move.



Flash Piston Punch A ($\downarrow \downarrow \downarrow$)
dislocates an opponent and causes
damage at the same time.



Sarah's very versatile Double Joint Butt ($\downarrow \downarrow \bullet \downarrow$) works great for getting
in close to inflict damage and
confuse your opponent.



COUNTRY: USA

JOB: COLLEGE STUDENT

HEIGHT: 5 FT. 8 IN.

B/W/H: 35/22/35

SEX: FEMALE

BLOOD TYPE: AB

HOBBY: SKY DIVING

WEIGHT: 121 LBS.

FIGHTING STYLE: JEET KUNE DO

With a wide array of quick attacks and good floating moves, Sarah is well suited for combo fighting. Use one of her knee attacks or her Dragon Smash Cannon ($\triangle + \square$) to send your opponent airborne. Once in the air, let Sarah's fists do the talking.



Because she has so few low attacks, the Low Spin Kick ($\downarrow + \rightarrow$) from Flamingo stance is a valuable weapon.

To perform even more, and hopefully throw more confusion at your opponent, Sarah can go into Flamingo stance. This stance allows a return few moves later, allowing Sarah to perform more low attacks, which are lacking in her normal pattern. Her Low Spin Kick ($\downarrow + \rightarrow$) is an effective low attack from Flamingo. Use the Flamingo stance to pull off powerful moves and keep your opponent guessing.

Sarah's quick strikes and kicks are great for dishing out an incoming opponent and knocking away health. To win Sarah needs to overcome her lack of power by using speedy attacks and super combo abilities. Add her moves from Flamingo stance and there won't be an opponent left standing when the tournament is over.

STRENGTHS

Sarah Bryant moves quickly, possessing a wide array of fast punches and kicks. She's not that powerful, so the more hits she can connect with the more damage she can do.

She has the option to switch to a different fighting stance, allowing her to perform additional moves for extra damage. The Flamingo stance also confuses your opponents, causing them to change attack plans.

Because of her quickness, Sarah can string together a lot of her moves. Once she gets an opponent in the air, she dishes out punch and kick combos that do a lot of damage.

WEAKNESSES

Sarah doesn't have a lot of power in her attacks. Fortunately, she makes up for this with her fast attacks and the ability to keep them coming. With enough hits your opponent should lose health pretty quickly.

It's difficult to get into or out of the Flamingo stance. If your opponent is more aggressive, you won't get to Flamingo as easily as you could against a defensive player. Just bide your time and wait for an opening.

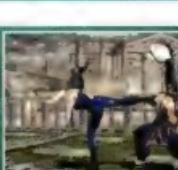
Sarah doesn't have many low attacks. And of the few she does have, some require the Flamingo stance to perform. Hitting low can be difficult and predictable.

MOVES

ILLUSION LOW KICK

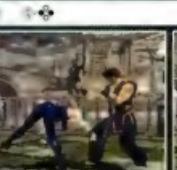


MHL



DAMAGE: 10, 14, 21

SPIN EDGE KICK



M



DAMAGE: 25

SOMERSAULT KICK



M

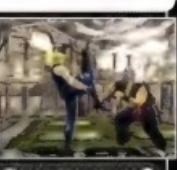


DAMAGE: 38

DOUBLE RISE KICK



MM



DAMAGE: 10, 17

(Goes to FLAMINGO STANCE)

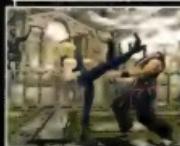
Sarah Bryant

SIDE NECK CUT SWORD

M

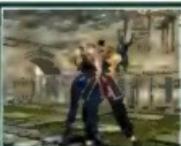
(FROM FLAMINGO STANCE TO PLAMINCO STANCE)

DAMAGE: 23 ●

JACKKNIFE SIDE KICK**FALLING ANGEL THROW**

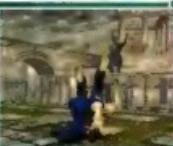
MM

DAMAGE: 20, 20 ●

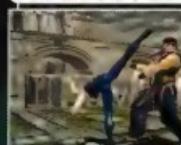


FRONT

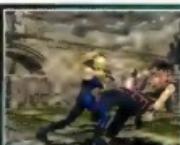
ESCAPE: 8 ●



DAMAGE: 45 ●

DRAGON SMASH CANNON COMBO 1

MHMH



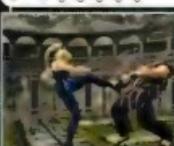
DAMAGE: 30, 9, 16, 15 ●

**KNEE KICK COMBO 2**

MMLL



DAMAGE: 30, 24, 6, 4 ●

**TOE KICK JACKKNIFE COMBO 1**

MMHHH



DAMAGE: 15, 20, 8, 8, 6 ●





COMPLETE MOVES LIST

Normal Moves

卷之三

My best regards will be

Journal of Chemical Physics, 76, Part 2

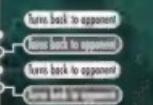
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Image registration

Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Step Straight	↓·↓ (while jumping)	25	m
Step Hook Kick	↓·↓ (while jumping)	20	m
Step Heel Kick	↓·↓ (before landing)	20	m
Soccer Ball Kick	↓·↓ (opponent down)	13	—
Jumping Knee Stomp	↓·↓ (opponent down)	25	—
Back Knockie Turn	↓·←·↑·↑	14	h
Back Spin Kick Turn	↓·↑·↑·↑	25	h
Spin Turn Kick	↓·↑·↓·↑	15	h
Double Spin Kick	↓·↑·↓·↑	15, 15	hh
Turn Knuckle	↑ (back to opponent)	10	h
Turn Low Straight	↓·↓ (back to opponent)	14	l
Turn Kick	↓ (back to opponent)	30	h
Turn Low Spin Kick	↓·↑ (back to opponent)	20	l
Dragon Kick	↓·↓ (back to opponent)	25	h
Turn Rising Kick	↓·↓ (back to opponent)	25	m
React Round Kick	↓·↓ (face wall, back to opponent)	30	m
Wall Back Roll	↓·↓ (face wall, back to opponent)	—	—



Moves from Flamingo Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Backroll Escape	↓↓↓	—	—
Step-in Menace	↓↓	—	—
Cut-in Punch	↑↓	8	h
Cut-in Chop	↑↓↑	10	h
Moonraunt	→←↑↓	—	—
Right High Kick	→↑	12	h
Round Trip Kick	→↓↑	12, 10	hh
Side Kick Combination	→↓↑→↓	12, 10, 17	hhh
Law Cut Combination	→↓↑→↓→↓	12, 10, 13	hhhi
Cannon Combination	→↓↑→↓→↓	12, 10, 17	hhhm
Crush Law	→↓↓	15	i
Hand Hold Neck Cut	→↓→↓	15, 30	i
Guard Crush Sword	→↓↓↓	25	h
Cut-in Middle	→↓↑	17	m
Somersault Kick	→↓↓	30	m
Fake	↑↓	—	—
Side Neck Cut Sword	→↓ or →↓↓	23	m
Heel Sword	→↓	20	m
Neck Cut Slash	→↓↑	60	m
Low Spin Kick	○↓	20	i
Heel Sword Slash	→↓↓	30	m



THROWS

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Front Suplex	↑↓←	front	45	↑↓
Lightning Knee Smash	↑↓→	front	43	↑↓
Lightning Knee Smash	↑↓↔	front	70	↑↓
Rolling Face Crush	↑↓↑↓	front	45	—
Neckbreaker Drop	↑↓←→	front	40	↑↓
Leg Hold Throw	↑↓↑↓	front	55	↑↓
Falling Angel Throw	↑↓↑↓	front	45	↑↓
Shell Break Elbow	↑↓	side	40	—
Backdrop	↑↓	behind	50	—
Backdrop	↑↓	behind	60	—
Leg Hook Throw	↑↓	front	45	—
Getting Kick Beat	↑↓↑↓↑↓↑↓	front	60	—





FIGHTING AGAINST SARAH BRYANT



- Watch out for her barrage. Multiple quick punches and kicks wear you down. While a lone hit doesn't do a lot of damage, Sarah can string them together to take away a lot of health.
- Don't let her get too comfortable in the fight. This lets Sarah use her Flamingo stance against you. You don't have to be extremely offensive; just keep the pressure on and take that weapon away from her.
- Sarah doesn't have many low attacks. Spend more time defending against the medium and high attacks. Don't forget about the low moves, but once you identify what they look like, you should have a better idea of when they're coming.



Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Dragon Smash Cannon	↓↘←↑→↑↓←	30	m
Combo 1	=↓←↑→↓→↑↓	9, 16, 15	hhm
Combo 2	=↓→↑↓→↑↓	8, 8, 12	hhh
Knee Kick	↑↓↑	30	m
Combo 1	=↓→↑↓→↑↓	9, 16, 12	hhh
Combo 2	=↓←→↓→↑↓	24, 6, 4	ml
Toe Kick Jackknife	↑↓↑↓	15, 20	mm
Combo 1	=↓→↑↓→↑↓	8, 8, 6	hhh
Combo 2	=↓←→↓→↑↓	12, 15	ml



Shun Di

Shun joined the third tournament to look for his pupil, though he failed to find him. After Shun returned home, a letter from his student asked for Shun's help in rescuing him if he failed to escape from the Organization. Months passed and the pupil did not return, so Shun resolved to train for the Fourth World Fighting Tournament, infiltrate the Organization, and rescue his pupil by force.



Home Arena: Cave

Yellow and green
jumppost with blue pantsA blue jumppost
with yellow belt

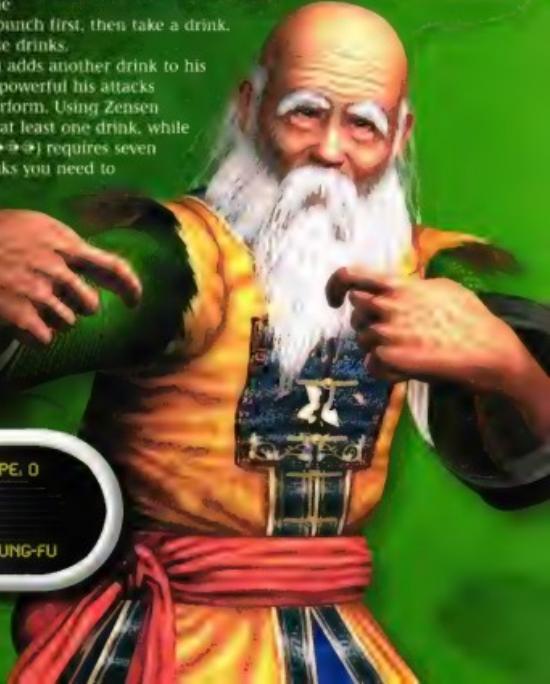
STRATEGY

Shun Di is back with his classic Drunken Kung-Fu fighting style. When battling, Shun pretends to be drunk to lure his opponents into a false sense of security. The more he drinks, the more powerful he becomes, and the more moves he can perform. Included in his repertoire are many stances from which he can attack. Shun Di must capitalize on all his moves and stances to confuse and defeat his opponents. Once you fully understand Shun Di and how he operates, the young fighters won't stand a chance against his venerable and wily approach.

Shun Di always carries a red flask with him. When there's a lull in the fight, he can perform Gyou'inshu (↓), taking a small swig from his flask. If you need to create the time to drink, try Tenshin Soutchushou (→) to punch first, then take a drink.

Learn all the moves that enable you to take drinks.

Every time he tips back his flask, Shun adds another drink to his total. The more drinks he has, the more powerful his attacks become, and the more moves he can perform. Using Zensen Soutai (↑ ↓) requires Shun to have had at least one drink, while a move like Renkan Zensen Soutai (← → ↑ ↓) requires seven or more drinks. Learn how many drinks you need to perform each move.

Gyou'inshu (↓) lets
Shun take a drink. More
drinks mean more moves
and more power.The Oushin (→→→→) stance looks really relaxed,
but don't be deceived.
Shun is just biding his time
before he strikes.

COUNTRY: CHINA

JOB: HERBAL DOCTOR

HEIGHT: 5 FT. 5 IN.

B/I/H: 35/34/35

SEX: MALE

HOBBY: COLLECTING HERBS

WEIGHT: 139 LBS.

FIGHTING STYLE: DRUNKEN KUNG-FU

The best and most difficult thing about Shun Di is his many different stances. Apart from the normal stance, Shun Di has two others: Zabantesu (↓↘), Reishintoku (↑↙), Goshin (↖↙), and Choukarou, which can be entered from a number of moves, including Sokum Senshu (←→). These stances range anywhere from Shun standing on his hand from his Tentoushu stance to him sitting on the ground from his Zabantesu stance. Use his different stances to confuse and disrupt your enemies. Perform Nehan Soukyaku (↓→) from the Koushu stance to end your opponent's life, or Tenjinkenshakou (↑↓) from Tentoushu stance to make a mid blow. Mix up your stances to keep your opponent guessing. Learn them all to succeed with Shun.

Don't rule out moves from the normal stance. The way Shun moves and attacks can be deceiving even without his other stances. Haisenchi Kaikakyaku (↑↓) is a low parabolic kick option that does decent damage. Totokyaku (↑→) sends Shun in his hand to kick from and are behind him. Turn your opponent around with an Ousougeki (←→) high punch. This works as a nice setup for another attack. Mix in a few throws and your foe doesn't stand a chance.

Shun Di is a complicated, confusing fighter. With his wide array of stances and odd movement behavior, figure out what attack will hit them or what's coming next. To get the most out of Shun, learn all his different stances, how to get into them, and what you can do from them.



Tentoushu Shashaku (↑↓) is just one of the moves Shun Di can perform from his Tentoushu stance. Use these different moves and various stances to damage to your opponents.

STRENGTHS

Shun Di has a lot of different stances from which to attack. They confuse and disrupt opponents.

Attacks become more powerful the more he drinks. Shun can inflict pain if given the chance to tip back his flask.

The more drinks Shun Di takes, the more moves become available to him. Remember to drink early and often to make full use of your moves.

WEAKNESSES

Shun Di doesn't have good poking moves. He must instead rely more on his different stances to do damage and interrupt an incoming attack.

Shun Di lacks simple combos that he can string together for quick damage. His moves require more thought and a lot more patience.

The different stances can be a weakness for Shun since most of his success depends on them. A fighter must fully master his stances to win matches.

MOVES

TOUKYAKU

M DAMAGE: 20 ●

HAISENCHI KAIKAKYAKU

LL DAMAGE: 15, 15 ●

KOUSHU RENTAI

TH DAMAGE: 10, 15 ●

HOLD ← TO FALL DOWN

SAIKEIKYAKU

L FROM ZABANTETSU STANCE DAMAGE: 24 ●

Shun Di

NEHAN SOUSOUKYAKU

LL

FROM OUSHIN STANCE

DAMAGE: 10, 16 ●

GOUHAI SENBU

FRONT

ESCAPE: ♦♦

DAMAGE: 66 ●

ADDS 6 DRINKS; 10 OR MORE DRINKS REQUIRED

RYUBIKYAKU COMBO 2

MMHH

DAMAGE: 25, 7, 5, 6 ●

SHINPO SUIKOSHU COMBO 1

MILL

DAMAGE: 23, 12, 7 ●

KASEN RENKAN DENDA

HMM

DAMAGE: 15, 10, 25 ●

TOUKU HITENHOU

M

8 OR MORE DRINKS REQUIRED

DAMAGE: 30 ●





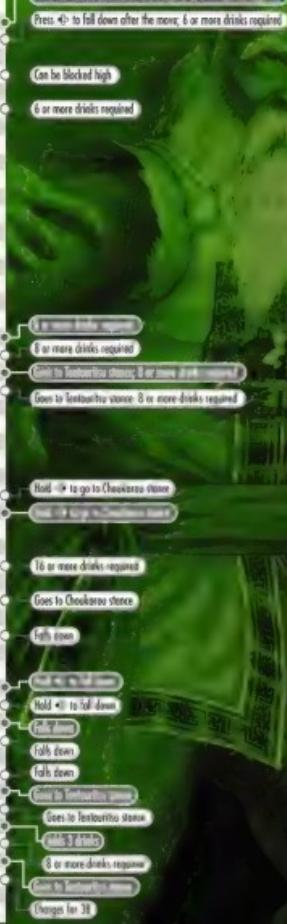
COMPLETE MOVES LIST

NOTE

DAMAGE IS REPRESENTED WITH SHUN-DI HAVING NO DRINKS UNLESS OTHERWISE NOTED.

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Tenhougeki	↓↓↓↓	10	h
Rengeki	↑↓↓↓	10, 12	hh
Gyoushu Chougeki	→↓↓	15	h
Seisho Renkgeki	↓↓↓↓	10, 12, 15	hhm
Rengeki Katui	↑↓↓↓↓	10, 12, 10	hhh
Rengeki Koukushutai	↑↓↓↓↓↓	10, 12, 10, 15	hhhh
Gekiten Sento	↓↓↓	10, 20	hh
Fukuchougeki	↓↓↓↓	8	l
Chouwan Ryuuken	↓↓↓↓↓	23	m
Chouwan Saishu	↓↓↓↓↓↓	24, 12	mh
Kusen Gougeki	↓↓↓↓	15	h
Kasen Dendo	↓↓↓↓↓	15, 25	hm
Kasen Southou	↓↓↓↓↓	15, 10	hm
Kasen Renkan Dendo	↓↓↓↓↓↓	15, 10, 25	hhm
Kasen Renkan Heishu	↓↓↓↓↓↓	15, 10, 10	hkh
Kosenko	↓↓↓↓↓↓	15, 10, 10, 25	hhhm
Ousougeki	↓↓↓↓	21	h
Getsuga Gakushu	↑↓↓↓	8	h
Rensai Gakushu	↑↓↓↓↓	8, 10	hh
Rengeki Gakushu	↑↓↓↓↓↓	8, 10, 14	hhh
Shimpo Sukekusu	↓↓↓↓	23	m
Gyou'in Heishu	↓↓↓	17	m
Gyou'in Senshu	↓↓↓↓	18, 12	mh
Gyou'in Renkon Tankyaku	↓↓↓↓↓	18, 12, 24	mmh
Suisen Towitsu	↓↓↓↓↓↓	18, 12, 24	mmh
Suisen Touritsu	↓↓↓↓↓↓ (Input slowly)	18, 12, 24	mmh
Getsuga Saigeki	↓↓↓↓	25	m
Hoisenchu	↓↓↓	15	l
Hoisenchu Kakkakyaku	↓↓↓↓	15, 15	ll
Hiren Hougeki	↓↓↓	30	m
Touchi Houshouso	↓↓↓	25	ml
Koushutai	↓↓	25	h
Rendou Chougeki	↓↓↓	25, 16	hh
Renshu Kaishu	↓↓↓↓	25, 16, 8	hhh
Renshu Hoikeshou	↓↓↓↓↓	25, 16, 8	hhh
Renshu Hoikaryukyu	↓↓↓↓↓↓	29, 18, 8, 14	hhhm
Gyousentai	↓↓↓↓	10	l
Sokutan Senshu	↓↓↓	21	ml
Chube Soutenkyaku	↓↓↓↓	21	m
Gyoushin Tousei	↓↓↓	24	m
Ryubikyaku	↓↓↓	20	ml
Sokutankyaku	↓↓↓	21	m
Koushi Kotai	↓↓↓	10	l
Koushi Rentai	↓↓↓↓	10, 25	lh
Kohi Soutenshu	↓↓↓	25	m
Senshi	↓↓↓	25	m
Suisenshu	↓↓↓	12	ml
Suisen Renkyoku	↓↓↓↓	12, 23	mm
Suisen Towitsu	↓↓↓↓	12, 23	mm
Suisen Touritsu	↓↓↓↓↓ (Input slowly)	12, 23	mm
Tenshin Soudoushous	↓↓↓↓	27	ml
Toushu Hitonbous	↓↓↓↓	30	m
Chubushin	↓↓↓↓	—	—
Gekizan Senchu	↓↓↓↓	25	m
Sourou Tekisen	↓↓↓↓	10, 12	mm
Kanshoushi	↓↓↓↓	10, 12, 10	mmmm



Normal Moves (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Tenbi Chougeki	↓↓	25	m
Ousoushe	↓↓↓	25, 19	mm
Zensen Soutai	↓↓	10	l
Renzensen Soutai	↓↓↓↓	10, 8	ll
Renkon Zensen Soutai	↓↓↓↓↓	10, 8, 10	lll
Sengyo Soutai	↓ or ↓↓	20-30	l
Toukyaku	↓↓	20	m
Honshin Renssenkyaku	↓↓	10	m
Rybukyaku	↓↓	20	m
Haitou Renssenkyaku	↓↓	15, 8	mm
Gyo'lesho	↓	-	-
Shasoku Renkyaku	↓ (during evade)	20, 10	mm
Usudo/Susubio	↓ or ↓↓	-	-
Kousen Chupoki	↓ or ↓↓↓	14	m
Kousen Rendougeki	↓ or ↓↓↓↓	14, 20	mm
Koushimi	↓↓	-	-
Koushimbii Futsushu	↓↓↓	15	h
Kousoku Zenbi	↓ or ↓↓	-	-
Kousoku Kohi	↓ or ↓↓	-	-
Kousoku Kohi Futsushu	↓ or ↓↓↓	17	h
Rakuhou Chougeki	↓ or ↓↓↓	30	h
Sakatai	↓↓ (while jumping)	30	m
Jigentai	↓↓ (while jumping)	25	m
Rasen Suicho	↓↓ (before landing)	20	l
Tenbi Rokakyaku	↓↓ (opponent down)	12	—
Toichi Houshou	↓↓ (opponent down)	25	—
Tenchi Chugeki	↓↓ (opponent down)	20	—
Chougeki Halts	↓↓↓	12	h
Asen Kaikyaku	↓↓↓	25	h
Haihenshou	↓ (back to opponent)	12	h
Suisenshu	↓ (back to opponent)	12	m
Sentakyaku	↓ (back to opponent)	12, 20	mh
Haisentalai	↓ (back to opponent)	30	h
Kalle Hanshou	↓ (back to opponent)	14	l
Teltoukyaku	↓ (back to opponent)	25	l
Haisen Koushugeki	↓ (back to opponent)	10, 8	mh
Haisen Rengekishu	↓ (back to opponent)	10, 8, 8	mhh
Haisui Renkoushu	↓↓↓ (back to opponent)	10, 8, 8, 10	mhhh
Koushi Gakusei Shugeki	↓↓↓ (back to opponent)	11, 8, 8, 49	mhhh

Moves from Zabantetsu Stance

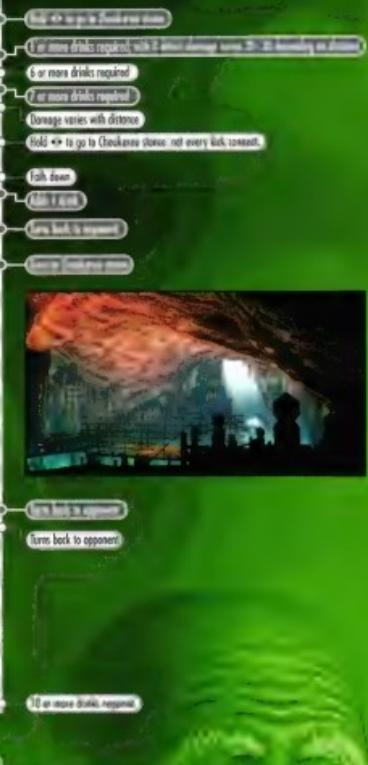
MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Zabantetsu	↓↓	-	-
Chubu Renssenkyaku	↓↓	20	m
Seikekyaku	↓↓	24	l
Zo'inshu	↓↓	-	-

Moves from Tentouritsu Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Tentouritsu	↓↓↓↓↓	-	-
Toushin Renkyaku	↓↓	25	m
Tenshin Suishokou	↓↓	24	m
Soushoutai	↓↓	25	m

Moves from Choukarou Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Oushin	↓ or ↓	-	-
Oesou Sengeki	↓	21	h
Sokutou Senshu	↓	21	m
Zensen Soutai	↓	10	l
Zabantetsu	↓↓	-	-





FIGHTING AGAINST SHUN DI



- Don't give Shun-Di time to take any drinks. Step up your offense if it looks like he's about to tip back his flask.
 - Become aware of his different stances and what he can do from them. That way you won't be caught off guard.
 - Mix up your attacks. If he knows what's coming he can plan for it and make you pay.
 - Shun-Di doesn't have any reversal moves, so you don't have to worry about an attack being turned against you.

Moves from Oushin Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Oushin	△○△○△○	-	-
Nehan Senkyaku	↓+	17	m
Nehan Shusai	△+↑	17, 13	mh
Gyoushin Tou tai	△+↓+↑	17, 13, 20	mhmh
Nehan Rengekikaitai	△○△○△○	18, 14, 11	mhhl
Nehan Rengekikaitai	△○△+△○	18, 14, 11, 16	mhhlh
Nehan Soussoukyaku	△+↑	10, 16	h
Nehan Soukyaku	△+↓	12	i
Oushin Inshu	↓+	-	-

THROWS

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Saiho Tenshinchū	△	front	50	△
Toushu Rōku	○	front	50	○
Toushu Rōku	○	front	60	○
Tenshin Souku	○	front	—	○
Tenshin Souku Kyaku	○	front	10	○
Gouhō Senbu	○○○○○	front	66	○○
Tenshin Toushu Rōku	○	side	40	—
Kanshōrei	○	behind	50	—
Haitou Rōku	○	opponent behind	40	—
Honshin Sōusentai	○	front	50	—
Suisen Touchi Sougeki	○	front	50	—

Combos

Combo Name	Command	Damage	Hit Level
Ryubikyaku	$\downarrow\downarrow\downarrow$	25	m
Combo 1	$\downarrow\downarrow\downarrow\downarrow$	5, 5	ll
Combo 2	$\downarrow\downarrow\downarrow\downarrow\downarrow$	7, 5, 6	mh
Combo 3	$\downarrow\downarrow\downarrow\downarrow$	5, 12	lh
Chowan Ryukan	$\downarrow\downarrow\downarrow\downarrow\downarrow$	23	m
Combo 1	$\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$	8, 12, 4	mhl
Combo 2	$\downarrow\downarrow\downarrow\downarrow$	20	lh
Shinpo Suikoushu	$\downarrow\downarrow\downarrow\downarrow$	23	m
Combo 1	$\downarrow\downarrow\downarrow\downarrow\downarrow$	12, 7	ll
Combo 2	$\downarrow\downarrow\downarrow\downarrow$	5, 12	lh

Vanessa Lewis

Held by J6 at a young age, Vanessa developed powerful physical abilities. She was later rescued by a special forces officer named Lewis during his assault on J6. Lewis adopted Vanessa but was murdered by terrorists on Vanessa's 20th birthday. Learning that terrorists were targeting VIPs, Vanessa became a security officer and vowed to find her father's killer. Years later, Vanessa learned that a woman named Sarah Bryant was also being targeted by J6. She immediately contacted the Bryants and entered the Fourth World Fighting Tournament to protect Sarah from harm.



Home Arena: Harbor



Black top and black shorts



Security uniform

STRATEGY

Vanessa Lewis has both brawn and beauty. With her muscular physique and determination to protect Sarah Bryant, Vanessa is not to be taken lightly. Offensively, Vanessa can stand toe to toe with the strongest competitor boxing them to the ground with finesse and precision from her Muay Thai stance. Defensively, she is able to catch an opponent's punch and reverse an attack, all the time using her opponents attacks against them. Though Vanessa is new to the tournament, you can count on her turning a few heads (Heaven's Gate—→ ← → ← → or ← → ← → ←) in her quest to become champion.

Vanessa's style consists of two stances, Defensive and Muay Thai. The Muay Thai stance is her more aggressive, more offensive stance. From this stance, Vanessa can

quickly attack her opponent with a barrage of punch and knee combinations. Moves like Assault Combination (→ ← → ← →) and Stopping Knee Bomber 2 (← → ← →) quickly dish out damage

and stunt any hopes your opponents have of a combination of their own. If your opponent blocks any of your combinations, quickly follow with a throw or Flicker Combo Strike (→ ← →). When you are in the Muay Thai stance, you are not in the best shape to defend against an oncoming attack.



Muay Thai stance (→) is filled with quick combo for putting back on opponent.



The Defensive stance, your default, is best suited for fighting an aggressive opponent.

A quick move like the Flicker Combo Strike becomes your best defense.



COUNTRY: UNKNOWN

JOB: SECURITY OFFICER

HEIGHT: 5 FT. 9 IN.

B/W/H: 37/22/37

SEX: FEMALE BLOOD TYPE: AB

HOBBY: SINGING

WEIGHT: 121 LBS.

FIGHTING STYLE: VALE TUDO



Vanessa begins each match in the Defensive stance. From it, she can automatically catch an opponent's high punch, allowing her to retaliate with Right Arm Breaker (\diamond) or a simple kick to the back. This, paired with her other reversals, makes Vanessa a difficult target to hit.

Though the name suggests it, Vanessa's Defensive stance is not all defense. She can also defend herself by attacking with Shadow Combo High Kick ($\diamond\circ\circ\circ\circ$); a quick attack that causes your opponent to take note of your power. Any retaliation attempts result in Vanessa catching or reversing the attack. This makes the Defensive stance an extremely useful tool in her bag of tricks. Her hit-throws, like the Back Knuckle Toe to Front Sleeper ($\diamond\circ\circ\circ\circ\circ\circ\circ$) and Leg Cut Low to Takedown ($\circ\circ\circ\circ\circ\circ\circ$), are also done from this stance. Learn the timing of these moves to quickly take down an opponent's health.

Vanessa is the only fighter who can perform moves while \diamond is being held. The Intrude Hook ($\diamond\circ$ while holding \diamond) and Gliding Slicer ($\circ\circ\circ$ while holding \diamond) are two examples. These are great moves for countering an attack after blocking it. If it is your enemy who is on the blocking end, slam in Heavy Impact ($\circ\circ\circ$) for a stagger, then follow with a throw or a punching combo. Your opponent may plan to avoid your high attacks by ducking. This is the first mistake of an opponent about to lose a match. If your enemy crouches, use one of Vanessa's throws that are specially designed for crouching enemies, like the Rib Crush Body ($\circ\circ\circ$).

"Vanessa's early fluid weakness comes from her inability of moves. Her moves list is extensive, and her multipart moves require a lot of practice to get down. A good Vanessa player must learn all the moves well enough to apply them to the situations, avoiding predictability. Juggling her stances can also be a chore since they take time to switch. This often leaves you vulnerable and can cost you the match if done at the wrong time."

Vanessa requires a lot of time spent in training and many losing matches until you hone your skills and find a way to tie all her moves together. She is very quick and powerful character. If you take the time to learn what she can do for you, once you have, you have a nearly perfect fighter on your hands, capable of turning you into a champion.



The Assault Combination ($\circ\circ\circ\circ\circ\circ\circ\circ$ from Muay Thai) smashes your opponent, forcing him or her to block or pay the consequences.



Leg Cut Low to Takedown ($\circ\circ\circ\circ\circ\circ\circ$) is one of Vanessa's hit-throw moves that can add a lot of damage on top of her moves.



Heavy Impact ($\circ\circ\circ$) is a great way to stagger those blocking opponents. Follow with a throw or combo.

STRENGTHS

Vanessa is powerful and quick. Use her many punch combos to quickly eliminate an opponent from the tournament.

With her Defensive stance and Muay Thai stance, Vanessa is an offensive character and a defensive character rolled into one.

Vanessa has a few throws for crouching opponents. This is very helpful because most of her attacks start mid or high. No one is safe from Vanessa.

WEAKNESSES

Learning the timing of her hit-throws can be difficult. Spend some time in training to learn these powerful moves.

Vanessa has a lot of attacks. This makes it hard to learn all her moves to play her effectively.

Changing between stances can be time-consuming during fast-paced matches. Knowing when and where to change can be the key to winning.

Vanessa is a very defensive character, but she does not have a reversal against low attacks. Counter to avoid this being your downfall.

MOVES

SHADOW COMBO HIGH KICK

◆◆◆◆



HHMH

DAMAGE: 10, 10, 17, 20

LEG BOMBER

◆◆◆◆



DAMAGE: 35

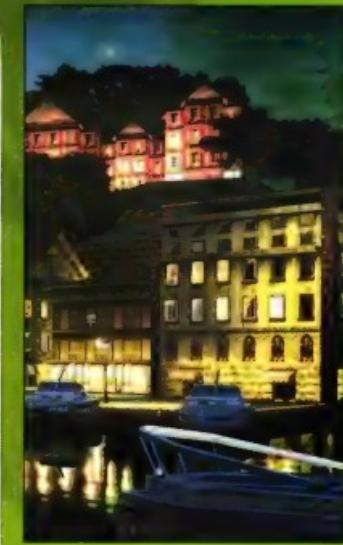


DAMAGE: 30

COMPLETE MOVES LIST

Moves from Defensive Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Job	⊕	10	h
One Two	⊕⊕	10, 10	hh
One Two Low	⊕⊕⊕	10, 10, 17	hhh
Shadow Combination	⊕⊕⊕⊕	10, 10, 17	hhhh
Shadow Combo High Kick	⊕⊕⊕⊕⊕	10, 10, 17, 20	hhhhh
Faint Body	⊕⊕⊕⊕	10, 17	hm
Crush Jaw	⊕ (while rising from crouch)	18	m
Leg Guard Crush	⊕⊕	9	l
Buck Knuckle	⊕⊕	15	m
Buck Knuckle High	⊕⊕⊕	15, 21	mh
Buck Knuckle Stream	⊕⊕⊕⊕	15, 21, 24	mmh
Buck Knuckle Toe Kick	⊕⊕⊕⊕	15, 34	mm
Buck Knuckle Toe to Front Sleeper	=⊕	40	—
Ducking Body Blow	⊕⊕	18	m
Ducking Body Smash	⊕⊕⊕⊕	18, 20	mm
Heavy Impact	⊕⊕	28	m
Cut Upper	⊕⊕	8	h
Intrude Combo	⊕⊕⊕	8, 15	hm
Defensive Elbow	⊕⊕	18	m
Front Kick	⊕	17	m
Switch Right Slicer/Switch Left Slicer	⊕⊕ or ⊕⊕	17, 20	mh
Half Moon Kick	⊕ (while rising from crouch)	20	m
Stopping Low	⊕⊕	13	l
Stopping Low Combo	⊕⊕⊕	13, 10	lh
Stopping Low Smash	⊕⊕⊕⊕	13, 10, 10	lhh
Sit Down Low Kick	⊕⊕	17	l
Cut-In Knee Kick	⊕⊕	27	m
Cut-In Knee Kick to Front Sleeper	=⊕	40	—
Shadow Slicer	⊕⊕⊕	25	m
Counter Strike	⊕⊕	26	m
Parrying High Kick	⊕⊕⊕	20	h
Parrying Combination	⊕⊕⊕⊕	20, 15	hh
Right Angle Toe Kick	⊕⊕	25	m
Bone Crush Middle	⊕⊕	23	m



- ⊕ Deflects attack
- ⊖ Deflects attack
- ⊕ Charges for 30 damage

Moves from Defensive Stance (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Heavy Hook	↓	25	m
Heavy Hook Combo	↓↓	25, 12	mh
Bomber Strike	○↓	30	m
Lightning Lancer to Takedown	↑↓↓	35	—
Press Guard Knockie	=↓	25	—
Lightning Smash	○↓↓↓	30	m
Lightning Combination	○↓↓↓↓	30, 14	mm
Cut-In	○↓↓	—	—
High Angle Fist Drop	□↓	23	m
Guard Crush Tornado	↓	35	h
Low Spin Slicer	○↓	24	i
Heel Kick	↓↓	25	m
Leg Cut Low	○↓↓	17	i
Leg Cut Low to Takedown	=↓↓	37	—
Switch Back Middle	○↓	20	m
Back Charge Kick	○↓↓↓	24	m
Step Out	=↓ while holding ↓	—	—
Step In	=↓	—	—
Leg Bomber	□↓	30	m
Stomach Crush	↑↓	20	m
Stomach Crush to Front Sleeper	=○↓	40	—
Intrude Hook	↓↓ (while holding ↓)	20	m
Intercept Body Blow	○↓↓ (while holding ↓)	20	m
Gliding Slicer	○↓ (while holding ↓)	19	h
Gliding Back Knuckle	○↓↓ (while holding ↓)	19	h
Gliding Middle	○↓ (while holding ↓)	28	m
Gliding Middle to Hold	=○↓	—	—
Gliding Toe	○↓↓ (while holding ↓)	28	m
Gliding Toe to Hold	=○↓	—	—
Barrier Kick	↓ (during evade)	25	m
Double Knuckle	○↓↓ (while rising)	25	m
Step Straight	○↓↓ (while jumping)	25	m
Step Hook Kick	○↓↓ (while jumping)	25	m
Step Heel Kick	○↓↓ (before landing)	20	m
Soccerball Kick	○↓ (opponent down)	13	—
Rolling Leg Drop	○↓ (opponent down)	25	—
Back Slash	↓ (back to opponent)	12	h
Turn Straight	○↓ (back to opponent)	12	h
Half Moon Turn Kick	○↓ (back to opponent)	20	h
Stopping Fall Kick	○↓ (back to opponent)	14	m
Face Crush Elbow	○↓ (back to opponent)	19	h
Turn Low Spin Slicer	○↓ (back to opponent)	20	i
React Round Kick	○↓↓ (facing wall, back to opponent)	30	m
Wall Back Roll	○↓ (facing wall, back to opponent)	—	—



Deflects attack

Input as ↓↓↓↓ hits

Chances for 10 damage

Moves from Muay Thai Stance

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Set-up (Muay Thai style)	↓	—	—
Flicker Jab	↓	10	h
Flicker Combination	↓↓	10, 9	hh
Flicker Combo Strike	↓↓↓	10, 9, 9	hhh
Defensive Elbow	○↓	22	m
Elbow	○↓	13	m
Double Elbow	○↓↓↓	13, 13	mm
Elbow Storm	○↓↓↓↓	13, 13, 18	mmm
Heavy Straight	○↓↓	10	h
Body Straight	○↓↓↓	10, 10	hh
Chopping Right	○↓↓↓↓	10, 10, 15	hhh
Assault Combination	○↓↓↓↓↓	10, 10, 15, 18	hhmm

86 Moves from Muay Thai Stance (continued)

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Uppercut	↑↑↑	20	m
Upper Heel Sword	↑↑↑↓	20, 23	mm
Stepping Knee	↓↑	18	m
Stopping High Kick	↓↑↓	18, 12	mh
Stopping High Combo	↓↑↓↑	18, 12, 10	mhh
Smash Out	↓↑↓↑↓	18, 12, 10, 10	mhhh
Stopping Knee Bomber 2	↓↑↓↑↓	18, 12, 10, 15	mhhhs
Half Moon Kick	▷ (while rising from crouch)	20	m
Stepping Low	↓↑↓	13	l
Stepping Low Combo	↓↑↓↑	13, 10	lh
Stepping Low Smash	↓↑↓↑↓	13, 10, 10	lhhs
Stepping Low Knee Bomber	↓↑↓↑↓	13, 10, 15	lhlm
Low Kick	↓↑↓↓	20	l
Knee Kick	↓↓	20	m
Double Knee Kick	↓↓↓	20, 15	mm
Knee Kick Combination	↓↓↓↑↓	20, 15, 18	mmm
Step-In Knee	↓↓↓↓	18	m
Step-In Knee High Kick	↓↓↓↓↑	18, 22	mh
Step-In Knee Low Kick	↓↓↓↓↓	18, 15	ml
Step-In Knee Combination	↓↓↓↓↓↑	18, 15, 25	mhb
Slicer High	↓↓↓↑	20	h
Slicer Hurricane	↓↓↓↓↑	20, 25	hm
Short Jump Middle	↓↓	23	m
Heavy Hook	↓↓	25	m
Heavy Hook Knuckle	↓↓	25, 12	mh
Heavy Hook Combination	↓↓↓	25, 12, 15	mhm
Lightning Elbow	↓↓	20	h
Step-In Back Knuckle	↓↓↓	18	m
Heavy Hook Combination	↓↓↓↓	18, 16	mh
Heavy Hook Tornado	↓↓↓↓↓	18, 16, 20	mhm
High Angle Fist Drop	↓↓	20	m
Guard Crush Tornado	↓↓	35	h
Low Spin Slicer	↓↓	24	l
Heel Kick	↓↓	25	m
Neck Slicer	↓↓↓	22	h
Switch Back Middle	↓↓↓	20	m
Back Charge Kick	↓↓↓	24	m
Step Out	-Hold ↓, then ↓	—	—
Step In	=↓	—	—
Leg Bomber	↓↓	30	m
Intercept Body/Intrude Hook	△ or □ (while holding ↓)	20	m
Barrier Kick	↑ (during evade)	25	m
Elbow	↑↑ (while rising)	25	m
Soccerball Kick	↑↑ (opponent down)	13	—
Bryant's Knee Stamp	↑↑ (opponent down)	25	—
Back Slash	↑ (back to opponent)	12	h
Turn Straight	↑ (back to opponent)	12	h
Half Moon Turn Kick	▷ (back to opponent)	20	h
Stopping Fall Kick	△ (back to opponent)	14	m
Face Crush Elbow	△ (back to opponent)	19	h
Turn Low Spin Slicer	△ (back to opponent)	20	l

Turns back to opponent





FIGHTING AGAINST VANESSA LEWIS

- Vanessa can grab your high punch and hold you there at her disposal. Avoid coming at her with combos that start with a high punch.
- Though a great defensive character, she lacks in low attack reversals. This is her Achilles' heel. Use combos that start low to penetrate her high and mid defense.
- If you can block through her punching combos, then you can instantly retaliate while she is momentarily vulnerable.
- Watch for her to change stances. Attack while she shuffles from stance to stance.
- While she is in her Muay Thai stance, she cannot use her automatic grab. This means it is OK to bombard her with high and mid attack combos.

Throws

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Canyon Dive	↓	front	40	↔
Repine Throw	↓↓↓	front	—	↔
Elbow Rush	←↓	front	43	↔
Arm Crush Throw	↑↓↓↓	front	58	↔
Army Combination	↑↓↑↓↑↓	front	60	↔
Hell's Gate	↓↓↓↓	front	53	↔
Heaven's Gate	↑↓↓↓ or ↓↓↓↓	front	58	↔
Wall Kiss	↓↓↓↓ (opponent's back to wall)	front	30	↔
Stomach Crush	=↓↓	front	40	—
Judgment: Guilty	=↓↓	front	45	—
Takedown Blow/Head Divider	↓	side	40	—
Rock Crush Throw	↓	back	60	—
Rib Crush Body	↓↓↓ (opponent crashing)	front	50	↔
Rib Crush Knee	↓↓↓ (opponent crashing)	front	55	↔

Throws from Muay Thai

THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Elbow Smash	↓	front	30	↔
Repine Throw	↓↓↓	front	—	↔
Triple Heavy Smash	↓↓↓	front	45	↔
Double Knee Strike	↓↓↓	front	50	↔
Chinok Strike/Head Divider	↓	side	40	—
Rib Crush Body	↓↓↓ (opponent crashing)	front	50	↔
Rib Crush Knee	↓↓↓ (opponent crashing)	front	55	↔

Reversals

REVERSAL	COMMAND	DAMAGE	REVERSES
Right Hand Hold/Left Hand Hold	—	—	high or mid punch
Held High Kick/Held Toe Kick	=↓	20	—
Held Low Kick/Held Shin Kick	=↓↓	20	—
Right Arm Breaker	=↓	30	—
Prison Arm Lock	↓↓↓	55	high punch
Prison Arm Lock	↓↓↓	60	mid punch
Leg Hold Throw/Leg Catch Throw	↓↓↓	47	high kick
Leg Hold Throw/Leg Catch Throw	↓↓↓	47	mid kick
Leg Hold Smash	↓↓↓	40	mid kick

Wolf Hawkfield

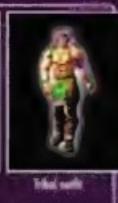
Wolf took part in the Third World Fighting Tournament because of a recurring apocalyptic nightmare. The nightmares ceased when the tournament ended, and Wolf returned home to spend his time training. Unfortunately, the nightmares soon returned. Wolf visited the shaman of his settlement once again and was told that the tournament organizers planned to turn Wolf's nightmare into a reality. Wolf resolved to enter the next tournament and prevent this.



Home Arena: Arena



Blue trunks with leg pads



Tribal outfit



The Giant Swing ($\downarrow \rightarrow \leftarrow \uparrow$) is the deadliest move in the game. Besides demolishing your foe's life meter, it can toss your opponent out of the ring in flames without walls.

STRATEGY

Plagued by his nightmares again, Wolf Hawkfield has entered the tournament to overcome his inner demons. He is a powerful master of grappling. Wolf also possesses the most lethal move in the game, the Giant Swing ($\downarrow \rightarrow \leftarrow \uparrow$); just one of the countless throws in his arsenal.

Most of your opponents are waiting for you to throw them, so be sure to mix the Giant Swing with some non-throw moves such as Reverse Sledgehammer ($\downarrow \rightarrow \leftarrow \downarrow$) or Axe Lariat ($\downarrow \rightarrow \downarrow$). If your adversary is always crouching, just remember that Wolf is a professional wrestler for a reason. When your crouching opponent feels safe from the Giant Swing, perform the Tiger Driver ($\uparrow \downarrow$). After that, your opponent will put distance between you. Luckily, Wolf also possesses many moves that close the gap between him and his now timid opponent. Some moves to try are the Arm Whip ($\downarrow \rightarrow \downarrow \downarrow$), Shoulder Attack ($\downarrow \rightarrow \uparrow \downarrow$), or Low Sway Tackle ($\downarrow \downarrow \downarrow$). The Low Sway Tackle isn't a damage-inflicting move but a starter grapple for Wolf's Change throws, such as Tiger Suplex ($\downarrow \uparrow$ during Change) or Cat Branding ($\uparrow \downarrow$ during Change).

After this initial barrage, Wolf focuses on combos to change the pace of the battle. He has a couple of juggle starters, such as Knee Blast ($\downarrow \downarrow \downarrow$) and Short Shoulder ($\downarrow \downarrow \downarrow$), that are catalysts for the deadly onslaught that awaits your adversary. The

Short Shoulder is a great juggle move because it cannot be reversed; it's a mid-level hit with a deceptively wide attack range. Link two Short Shoulders after a Knee Blast for incredible damage.



COUNTRY: CANADA

SEX: MALE

BLOOD TYPE: O

JOB: WRESTLER

HOBBY: KARAOKE

HEIGHT: 5 FT. 11 IN.

WEIGHT: 223 LBS.

B/U/H: 48/37/39

FIGHTING STYLE: PRO-WRESTLING



When your character's feet touches for safety, bring on the Tiger Claw (●+●).



The Shoulder Attack (●+●) is a quick, fire-charging move.



The Knee Blast (●+●) is a quick juggle move that launches your opponent back and into the air. Follow it with two well-timed Shoulder Attacks to make your opponent's life bar disappear.

STRENGTHS

Wolf is one of the strongest characters in the game. His many powerful moves can close the void between him and his opponent.

Two words: Giant Swing. Wolf possesses the most damaging move in the game.

It's nearly impossible to reverse his wide array of throws.

has great range and connects for substantial damage.

Wolf also has some moves for when you find yourself ahead and don't really want to finish off your opponent. Try the Double Claw (●+● during down) or the Push (●+● during Catch or ●+● during Change). These moves are more for toying with your opponent since they don't inflict any damage.

Keep in mind that Wolf is a grappler. Be patient against quicker fighters, waiting for just the right time to attack. By adhering to these basic rules, and practicing, you'll have your way with anybody who dares stand in your path to victory.

WEAKNESSES

Wolf lacks speed; he's one of the slowest characters.

His high-power moves are difficult to execute.

For the most part, he's a one-dimensional fighter. Throws are his main method of attack.

MOVES

REVERSE SLEDGEHAMMER



M

DAMAGE: 30 ●

SCREW LARIAT



MH

DAMAGE: 20, 20 ●

TOE KICK STUNNER

DURING ●+●, ●



M

DAMAGE: 17, 45 ●

PENDULUM LARIAT

DURING



FRONT

ESCAPE: NONE

DAMAGE: 50 ●

ARM WHIP

FRONT

ESCAPE: NONE

DAMAGE: 50 ●

DROP KICK

M

DAMAGE: 30 ●

THUNDER FIRE POWER BOMB

DURING CATCH



FRONT

ESCAPE: NONE

DAMAGE: 80 ●

CALF BRANDING

DURING CHANGE



FRONT

ESCAPE:

DAMAGE: 65 ●

**SHORT SHOULDER COMBO 1**

MHHM

DAMAGE: 30, 11, 11, 12 ●

KNEE BLAST COMBO 1

MMLL

DAMAGE: 30, 24, 8, 6 ●

ARROW KHUCKLE REAL COMBO

MMML

DAMAGE: 35, 30, 30, 6 ●

COMPLETE MOVES LIST

Normal Moves

MOVE NAME	COMMAND	DAMAGE	HIT LEVEL
Straight Hammer	↓↓↓↓	14	h
Jab Straight	↓↓↓↓	14,14	hh
One Two Upper	↓↓↓↓	14,14,19	hhhh
Elbow Smash	↓↓↓↓↓↓	14,14,16	hhhh
Combo Elbow Batt	↓↓↓↓↓↓↓↓	14,14,16,20	hhhh
Combo Double Arm Suxlex	↓↓↓↓↓↓↓↓	60	—
Hammer Kick	↓↓↓	14,20	hh
Low Hammer	↓↓↓	9	l
Body Blow	↓↓↓	18	m
Dragonfish Blow	↓↓↓↓	18,20	mm
Reverse Sludgehammer	↓↓↓↓↓↓	30	m
Axe Lariat	↓↓↓↓	35	h
Screw Hook	↓↓↓↓↓↓↓↓	20	m
Screw Lariat	↓↓↓↓↓↓↓↓	20,20	mh
Elbow Butt	↓↓↓	20	h
Shoulder Attack	↓↓↓↓	29	m
Shoulder Faint	↓↓	—	—
Arrow Kneuckle Real	↓↓↓↓	35	m
Arrow Knuckle	↓↓↓↓	20	m
Vertical Upper	↓↓	22	m
Comet Hook	↓↓↓	19	m
Tomahawk Chop	↓↓↓	15	m
Flying Meyer	=↓↓ (During Tomahawk Chop)	40	—
High Kick	↑↓	30	h
Double High Kick	↑↓↑↓	30,16	hh
Low Smash	↓↓↓	17	l
Knee Blast	↓↓↓	30	m
Low Drop Kick	↓↓↓↓	20	l
Face Lift Kick	↓↓↓	28	m
Drop Kick	↓↓↓	30	m
Level Back Crush	↓↓	30	h
Running Shoulder Attack	→↓ (While running)	23	m
Tomahawk Flash	↓↓↓	20	h
Short Shoulder	↓↓↓↓	30	m
Grizzly Lariat	↓↓↓	20	l
Neck Cut Kick	↓↓	30	h
Rolling Sabot	↓↓	30	m
Flying Kneel Kick	↓↓↓↓	35	h
Heavy Toe Kick	↓↓↓	17	m
Toe Kick Stunner	=↓↓	45	—
Toe Kick Side	↓↓↓↓	17,17	mm
Front Roll Kick	↓↓↓↓	30	m
Thrust Kick	↓↓↓	25	h
Missile Kick	↓↓↓	35	h
Side Step Catch	↓ (During evade)	50	—
Jumping Lariat	→↓ (while running)	35	h
Step Hammer	↓↓ (while rising)	25	m
Rock Punch	↓↓ (while jumping)	25	m
Toe Crush	↓↓ (while rising)	25	m
Toe Crush	↓↓ (while jumping)	25	m
Hammer Edge	↓↓ (before landing)	22	m
Elbow Drop	↓↓ (opponent down)	15	—
Elbow	↓↓ (opponent down)	25	—
Front Roll Kick	↓↓ (opponent down)	18	—
Somersault Drop	↓↓ (opponent down)	16	—
Double Clew	↓↓ (opponent down)	—	—
Rolling Hammer	↓↓ (opponent behind)	12	h
Back Kick	↓↓ (opponent behind)	30	h
Back Low Hammer	↓↓ (opponent behind)	20	l
Back Drop Kick	↓↓ (opponent behind)	20	l
Jumping Knee	↓↓ (wall in front)	30	m



Throws

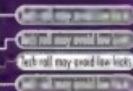
THROW NAME	COMMAND	POSITION TO ENEMY	DAMAGE	ESCAPE
Face Crush Chop	↓↓↓	front	50	↓↓
Brain Buster	↓↓↓↓	front	60	↓↓↓
Body Slam	↓↓↓	front	50	↓↓
Wall Body Slam	↓↓↓	front, opponent's back to wall	70	↓↓
Frankensteiner	↓↓↓	front	60	
Arm Whip	↓↓↓↓	front	50	
Steiner's Screwdriver	↓↓↓↓	front	70	↓↓
Jackhammer	↓↓↓↓↓↓	front	70	↓↓
Giant Swing	↓↓↓↓↓↓↓↓	front	100	↓↓
Wrist Lock Throw	↓↓↓↓↓↓↓↓	front	70	↓↓
Pendulum Lariat	=↓ (During Wrist Lock Throw)	front	50	
KS	↓↓↓↓↓↓↓↓↓↓↓↓↓↓	front	80	↓↓
Low Sway Tackle	↓↓↓↓	front	—	
Catch	↓↓↓	front	—	
Thunder Fire Power Bomb	=↓ (During Catch)	front	80	
Push	=↓↓ (During Catch)	front	—	
Front Neck Chompy	=↓↓ (During Catch)	front	60	
Slingshot Front Suplex	=↓↓ (During Catch)	front	60	
Change	=↓↓ (During Catch)	front	—	
German Suplex	=↓↓ (During Change)	front	60	↓↓
Push	=↓↓ (During Change)	front	—	↓↓
Calf Branding	=↓↓ (During Change)	front	65	↓↓
Tiger Suplex	=↓↓ (During Change)	front	70	↓↓
Sliding Leg Scissors	↓↓	side	50	
Cyclone Whip	↓↓↓↓ or ↓↓↓	side	60	
German Suplex	↓↓	back	70	
Dragon Suplex	↓↓	back	80	
Frankensteiner	↓↓	back	60	
Side Suplex	↓↓	front, opponent crouching	50	
Tiger Driver	↓↓	front, opponent crouching	70	↓↓
Big Bridge Bomb	↓↓↓	front, opponent crouching	60	↓↓
Double Arm Suplex	↓↓↓	front, opponent crouching	60	↓↓
Cross Armbreaker	↓↓ or ↓↓ or ↓↓	side, opponent crouching	70	↓↓
German Suplex	↓↓	back, opponent crouching	80	

Reversals

REVERSAL NAME	COMMAND	DAMAGE	REVESSES
Captured	↓↓	52	High/mid kick
Dragon Screw	↓↓	50	Mid kick
Low Punch Cut	↓↓	—	Low punch

Combos

COMBO NAME	COMMAND	DAMAGE	HIT LEVEL
Short Shoulder	↓↓↓	30	m
Combo 1	=↓↓↓↓	11,11,12	hhm
Combo 2	=↓↓↓↓↓↓	7,13,6	lll
Knee Blast	↓↓↓	30	m
Combo 1	=↓↓↓↓↓↓↓↓	24,8,6	mll
Combo 2	=↓↓↓↓↓↓↓↓	7,7,6	lll
Arrow Knuckle Reel	↓↓↓↓↓↓↓↓	35,30,30,6	mmml



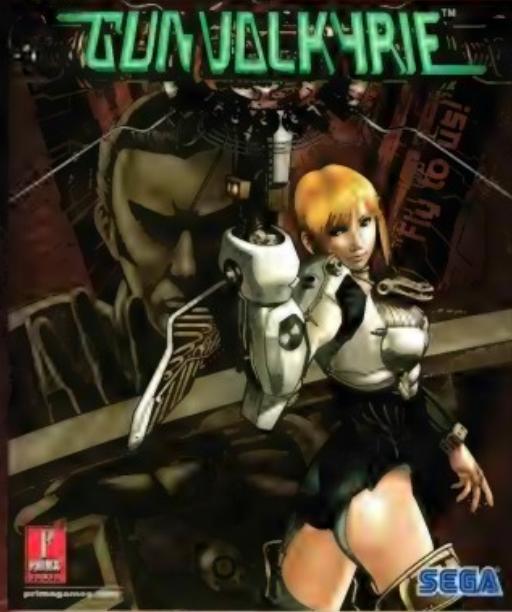


FIGHTING AGAINST WOLF HAWKFIELD

- If Wolf pulls off the Giant Swing, tech roll at the exact moment of hitting the ground to lessen the damage.
- Since Wolf is not the speediest character, barrage him with quick flurries.
- You know that he wants to throw you, so keep a lot distance between you and him.
- Never show him the same move twice—then he can't counterattack.



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